

# The Star on the Shore

Struggles Against Evil in 1920s New England

Licensed by



Ben Burns

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# CALL of CTHULHU

presents

## The Star on the Shore

—Struggles Against Evil in 1920s New England—

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*Thank you to my Play Testers*

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*TJ Robichaux*

*Leia Robichaux*

*Matt Gullett*

*Sean Hixenbaugh*

*Your deaths and insanity made this a  
better place for everyone.*

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*Ph'nglui mglw'nafh Cthulhu  
R'lyeh wgah'nagl fhtagn.*

*In his house at R'lyeh dead  
Cthulhu waits dreaming.*

— H.P. Lovecraft, The Call of Cthulhu

*Ep'hai gof'nn kadishtu'agl ulnsll'ha  
Cthulhu na'fhtagn ep'yarnog*

*When the children are aligned and  
call to him, Cthulhu will awaken  
and his time will come.*

## Introduction

A Star on the Shore is a Call of Cthulhu 7th edition adventure designed for four to ten investigators. The Keeper should read this entire scenario book before attempting to run the adventure.

All player handouts are marked as such, and the Keeper is free to photocopy these for use in running this adventure. The Keeper will need to present these to the investigators when directed to do so in the module. While many of the places and events described in this adventure are true, all characters and names in this booklet are fictional and any resemblance to persons, living or dead, is purely coincidental.

It is August 17, 1921, in Boston, Massachusetts. Dr. Timothy Jennings of the Museum of Fine Arts has hired a crack team of investigators to find a stolen statue.

Only the Keeper should read beyond this point.



## Prologue

The granite was cold beneath his bare feet. His deep blue robes felt heavy and stifling despite the chill. Tiny cracks and fractal patterns in the stone scraped against his skin as he shifted his weight from one foot to the other, hoping the crowd behind him wouldn't notice his nerves. He glanced back at them, but they were occupied, heads bowed, hands clasped beneath their robes, their chanting a low murmur that echoed and blended through the cavern. They were still warming up, but as he listened he heard their voices slowly coalesce into a unified song.

Pitiful and discordant with his chanters were the moans from the girl. Bound to the great statue that stood at one end of the cavern, her useless pleas for help and release had faded to a pathetic whimper. She had no idea the honor she was receiving, the greatness she would bring into the world. This moment had been decades in the making, and she was but the latest to make a great sacrifice for the cause. The arms of the statue arced in toward her, as though seeking to embrace her, and he almost wished he could take her place. Almost.

He glanced at his pocket watch as the chanting crescendoed. Only a minute left. He wiped away the sweat gathering on his forehead and looked at the passages snaking away from this cavern into the darkness. He heard echoes of other chanters as their song spiraled through the caves and joined with the others. This was promising, but he had to know that everything was ready, that everything was perfect.



Then, the rapid slap of feet on stone, and a light emerged from the nearest cavern. A young man ran forward, extinguishing his flashlight as he approached. "Everyone is ready!" he called breathlessly.

The man in the blue robes smiled and slipped his watch into his pocket. His gaze shifted to the holy words carved into the wall. He had read them countless times, memorized them, saw them when he closed his eyes and in his dreams. He'd not been here when the work was started, but he would finish it.

He strode toward the statue, lifting his arms as the chanting, funneling in from throughout the tunnels, reached a synchronized, feverish pitch. The girl began her struggles anew, panic in her eyes. The sleeves of his robes fell back, revealing intricate tattoos that mirrored the carvings on the walls of this temple. The granite grew warm beneath his bare feet.

## *Keeper's Secret*

Hundreds of years ago, someone or something carved two statues out of the same granite in a cave. The main statue was 25' tall and dominated the chamber. The second statue, only 2' tall, was the key. Working together and combined with the appropriately foul rites, the two statues could draw a Star Spawn from its home and bring it to Earth. A second group discovered the plans, and managed to steal the smaller statue and spirit it away before the pair could be used. This mysterious group hid the statue thousands of miles to the south. The statues and the goals of those that created them soon passed from the

memories of men and beast. But things created with such painstaking love and devotion form a destiny in our world. A destiny that can only be delayed, not denied.

In the year 1802, a young man by the name of Jim Rahn took the next steps in fulfilling that destiny when he was exploring a crevice in a rock formation and discovered a cave opening that led down into an underground chapel. There, he discovered the carved image of Cthulhu and these words engraved on the wall:

*'Ep'hai gof'nn kadishtu'agl ulnsl'ha  
Cthulhu na'fhtagn ep'yarnog'*

This terrified and intrigued Jim at the same time, changing his life forever. He spent years studying the chapel and the words that had seared themselves into his brain. Dreams drove him to new directions, and soon he found others to follow him and pray to their new god.

Finally, he translated the words to mean:

*'When the children are aligned and call to him,  
Cthulhu will awaken and his time will come.'*

Jim determined through his dreams and studies that it was not the stars that needed to be aligned to summon Cthulhu but the children of the stars, the Star Spawns, that needed aligning. Unfortunately, all the Star Spawns on Earth were trapped with Cthulhu under the sea and could be freed only by another Star Spawn. What they needed was to summon a Star Spawn from their home world, and then it could release its brethren from their prison in R'lyeh. To summon the Star Spawn, Jim needed the smaller missing statue, stolen and hidden away centuries before. The pair





*Cthulhu na'fhtagn ep'yarnog*

was needed to perform the ritual. The hunt was on, and destiny was on their side.

Eight summoning circles would be needed, in a specific formation. Jim and his followers began construction of the tunnels that now lie beneath the city. The cultists found they could move freely around the city using these new tunnels.

Finally, after decades of construction, the tunnels were completed. The hidden location of the statue was no closer to being discovered than it had been the day they started on the tunnels. Jim died before he could complete his life's work. He never got to see the idol he spent so many nights dreaming about. Instead, he handed the prophecy and destiny down to his son, Sam.

With the tunnel system complete, Sam handed the day-to-day operations of the religion to his wife and young son. Sam knew now the statue had been hidden far from Rockport, and so he went in search of the statue. He traveled the world, deciphering clues and following his dreams and portents.

After years of searching, Sam discovered the statue in a tomb in Southern Peru. It had been hidden there centuries before, sealed and cursed to any who would retrieve it. A group of fortune hunters died retrieving it for Sam. Returning to the states with the 300-pound statue was no easy feat, but in the spring of 1912 Sam finally landed in Boston Harbor. But fate can be devious.

Sam was eager to show off his prize, and a friend of his, the Reverend Michael Thomas, had a small congregation in a place called the Chapel of Contemplation in Boston. He took the statue there to show it off.

Perhaps if he had gone directly to Rockport, Sam may have avoided the curse. But instead of fulfilling the destiny of the idol, Sam indulged his own ego. Either way, this was the night the police raided the Chapel of Contemplation. That fateful night, Sam Rahn and the statue were trapped in the raid. Sam died in the fire that night, as he refused to leave behind the statue that had consumed his life.

The news of his father's death tormented the 21-year-old Gabriel Rahn. He blamed the Reverend Thomas and vowed vengeance on him. Gabriel arranged for the reverend to escape prison and planted evidence to indicate that he had fled the state. The reverend gratefully accepted Gabriel's offer of safe harbor in Rockport. He told Gabriel of his father's visit that ill-fated night, and of the statue he had brought from Peru.



*Dr. Timothy Jennings*



Over the course of a youth spent wandering the dark tunnels beneath Rockport and studying the texts left behind by his father and his father's father, Gabriel had used Charm spells to befriend several Deep Ones. From them he had discovered a spell that could transform a human into a Deep One Hybrid. As the reverend relaxed in the father's old armchair, talking wistfully of a youth spent in study of the dark arts, the son enacted his revenge, twisting his father's old friend into a hideous monstrosity and binding him to Gabriel's will forever.

Reverend Thomas and Gabriel returned to Boston to look for the statue when The Dark Wing Detectives interfered with the search at the Chapel of Contemplation.

This module references the Call of Cthulhu introductory adventure, "The Haunting" by Chaosium Inc. This makes The Star on the Shore an excellent follow-up investigation, but it is not necessary for the investigators to go through The Haunting to run this module.

If you do have Reverend Thomas in your running of the Haunting and the Investigators kill him, have Gabriel return him to Rockport on the verge of death, and use the transformation spell to turn Rev. Thomas into a Hybrid and save him. Since the end of The Haunting, the Boston Museum of Fine Arts has taken possession of the chapel grounds for excavation. The museum hired Dr. Timothy Jennings of the Dark Wing Detectives to excavate the Chapel, and he has recently uncovered the mysterious statue.

Note that the statue need not be in the Chapel of Contemplation. It could be uncovered anywhere.

## *N'gha nog ah lloig Nglui n'ghft*

It is approximately 2' tall, made of solid granite, and weighs around 300 pounds.

During the night of August 5, Gabriel and some men from Rockport killed the night guard, entered the chapel, and stole the statue. Two nights later, on August 7th, they used the power of the statue to summon a Star Spawn from its home world and dimension. However, the Star Spawn they summoned was young, injured, and weak. The summoning of the Star Spawn is the Astronomical Observation made that day (see Handout 4).

The summoning of the Star Spawn left a bridge between the two realms. The metaphysical tension between the two worlds holds the Star Spawn on Earth and is the source of the fog blanketing Rockport. Holding the tension are the two statues, connected to each other and to whatever is on the other end of the bridge like a rubber band. If either of the two statues is destroyed, the fog will lift. If the second statue is also destroyed, then the rubber band will snap back and the Star Spawn will be thrown back to its realm.

Several months ago, Gabriel cast a wide-ranging charm spell that draws weak-minded people from all over the New England area to Rockport. They come to Bearskin Neck and feel compelled to paint the famous red barn of Rockport, the light houses, and other scenery in the area. This provides the cult with a supply of sacrifices for the

Deep Ones and now the Star Spawn. In addition, if any of the non-cult townspeople begin to question the cult or challenge them, they will be sacrificed as well.

Gabriel has also thrown a calming spell on the Star Spawn to keep it in the pit and convinced it to be satisfied with the daily sacrifices he is feeding it. If Gabriel is killed, both spells will be broken, freeing the minds of the artists at Bearskin Neck and freeing the Star Spawn. While the painters will all be confused and want to just return to their former lives, the Star Spawn will surface to feed.

The investigators will initially be hired to retrieve the stolen statue. Along the way, they will run into the cultists, the Deep Ones, and finally the Star Spawn. These encounters are deadly and if the investigators run into them headlong without preparation they could easily be killed. The adventure is a sandbox-style adventure, meaning we provide the town, the characters, and the background; it is up to the Keeper and investigators as to how things play out. The Keeper should feel free to use the cultists to slow down, hinder, or give false information to the investigators—just keep track of which NPCs have been killed using the cultists list in the reference section at the back of this book. The cultists are bold but not stupid. Most will appear friendly and helpful at first while reporting suspicious activity to the police, who will in turn inform Gabriel.

Gabriel can also use the crows in the city to spy on the investigators, or hinder them, but no more than once per day.

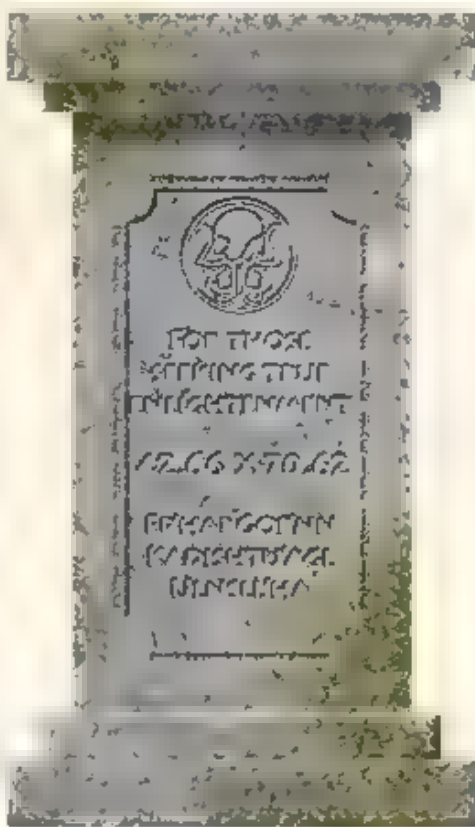
There are several methods within the city and the adventure to defeat the Star Spawn. More details on the different methods are in the reference section to help the Keeper handle these scenarios. But do not feel these are the only ways to defeat the Star Spawn. If the investigators come up with a unique way to destroy it, let them do it. But standing in front of it with pistols should never work.

## *The Case*

The investigators will meet with Dr. Jennings at the chapel. He is an older gentleman whose hair has started to gray, and he wears a gray suit. His small beard and mustache are slightly browned from the pipe he smokes on a regular basis. He carries himself with an air of confidence and talks with the stern voice of a professor.

The vacant lot where the chapel once stood is mostly overgrown with grass and weeds, and there are trees at the back of the lot. One area

has been cleared and most of the rubble from the old chapel has been piled to one side. The investigators can see a hole that leads to what was once a basement. The basement has been excavated and an ante-chamber has been discovered. Ladders lead down into the basement.





All that is left is a podium of granite 3' tall and just over 1' square with a worn spot in the center of the podium. Carved into the granite is the following:

*For those seeking true enlightenment*

**42.66 x 70.62**

*Ep'hai Gof'nn Kadishtu'agl Ulnsl'ha*

**\*\* Provide players with Handout 1 \*\***

Any investigator who passes a Geology skill test can tell the granite comes from the Rockport quarries.

Any investigator who passes a Navigation skill test will recognize the numbers as the GPS coordinates for Rockport, Massachusetts.

A Spot Hidden test will discover a postcard that is half burnt and partially buried under the dirt. The picture is of a barn on the end of a wharf. The postcard is not very old. Show the investigators Handout 2. The name "Gabriel" is written on the card. The rest of the message is missing.



Any investigator who passes either a Photography or Art skill test will recognize the building as Motif #1, the famous red barn on Bradley Wharf in Rockport, MA.

Dr. Jennings has a drawing of the statue. Provide the investigators with Handout 3. The statue is 1' wide by 1' deep and 2' tall, is made of solid granite, and weighs approximately 300 pounds.

Any of these clues should lead the investigators to Rockport. If no one can figure this out, they should figure out those are coordinates and with help at the library, or back at the museum, they can find a map and locate Rockport. If they cannot figure out the coordinates, allow idea checks by everyone until someone passes and then tell them that the numbers are coordinates.

As the Investigators exit the basement a Spot Hidden test will allow someone to notice an inordinate number of crows circling overhead.

Dr. Jennings will tell them that the statue was stolen 12 days ago. While the theft of the 300-pound statue was odd, he had not thought the worst until yesterday, when he received a copy of a telegram from a Mr. W. W. Campbell that was sent to the Harvard Observatory on August 8. He will share the telegram with the investigators. Give the investigators Handout 4. It reads as follows.

**Title: Observations of an Unidentified Object Seen near the Sun on Sunday, August 7, 1921**

**Authors: Campbell, W. W.**

**Telegram received by Harvard Observatory:**



*"Star like object certainly brighter than Venus three degrees east one degree south of Sun seen several minutes before and at sunset by naked eye. Five observers. Set behind low clouds Unquestionably celestial object Chances favor nucleus bright comet, less probably nova"*

*"Further calculations indicate the falling object fell in the area of the New England Coastline."*

**\*\* Provide players with Handout 4 \*\***

Dr. Jennings will finance the investigators with whatever they feel they need, within reason. He will suggest that the men carry firearms, but will outfit any woman with a firearm if requested. He will also offer the investigators \$20 per day per investigator for the recovery of the statue and the resolution of anything derived from the theft of the statue. A Psychology check can tell he is holding something back. If pressed for

information, he will mention the dead guard. If pressed after that for more money, he will raise his offer to \$25 per day per investigator. He has arranged rooms for the investigators at the Woods House in Rockport (Location 5 below)

He fears that there is little chance that the stolen statue and the astronomical event happening in such proximity was a coincidence.

## *The Trip*

The investigators have a couple of options to get to Rockport. They may travel by train. It is easier

*C'ai yorr'enyth  
nnn'nilgh'ri*



and safer to get there, but they will be without a car once they arrive in Rockport. There are trolley cars that travel around Rockport, but it would still be easier if they have at least one car.

Train If the investigators opt for the train they will make it safely and arrive in the late afternoon, about dinner time, at the train depot. See Location 4.

Car If the investigators drive, they must go in via Main Street. There is a road that travels along the coast and comes in from the south, but it is currently washed out and impassible by car. There is also a road that comes down from the north, but it is currently not completed and impassable.

The drive from Boston is uneventful until after they pass Gloucester. The sky gets very dark despite being only mid-afternoon, and the main road turns into a dirt road. If an investigator tries to determine their direction, a Navigation check will tell them they are traveling west and not north or east. If they use a compass, it will bounce around and never settle.

If the investigators continue to drive, a flock of crows will swarm the cars and an Automotive

Drive skill test for the driver of the car is needed. If the driver passes the test, they may choose whether to bring the car to a stop or gun it to get away from the crows. A failure will send the car into the ditch. Everyone in the car must make a Luck check or suffer 1d4 points of damage. Any car that wrecks will be damaged, and a Mechanical Repair skill test will be required before they can be driven again.

The crows will circle a stopped or wrecked vehicle for a few minutes before slamming into the windows, cracking them, and crowing and being generally menacing. Everyone needs to make a sanity 0/1d3 check, then the crows will fly away.

If the driver chooses to get away from the crows instead of stopping, they must make a second drive check or they will drive into the pond that the road dead ends into. It's not deep, but the car will be lost. If they pass the second check, they will stop just short of the pond.

After the crows fly away, daylight returns and the investigators can backtrack to Main Street and head into town.

## City of Rockport

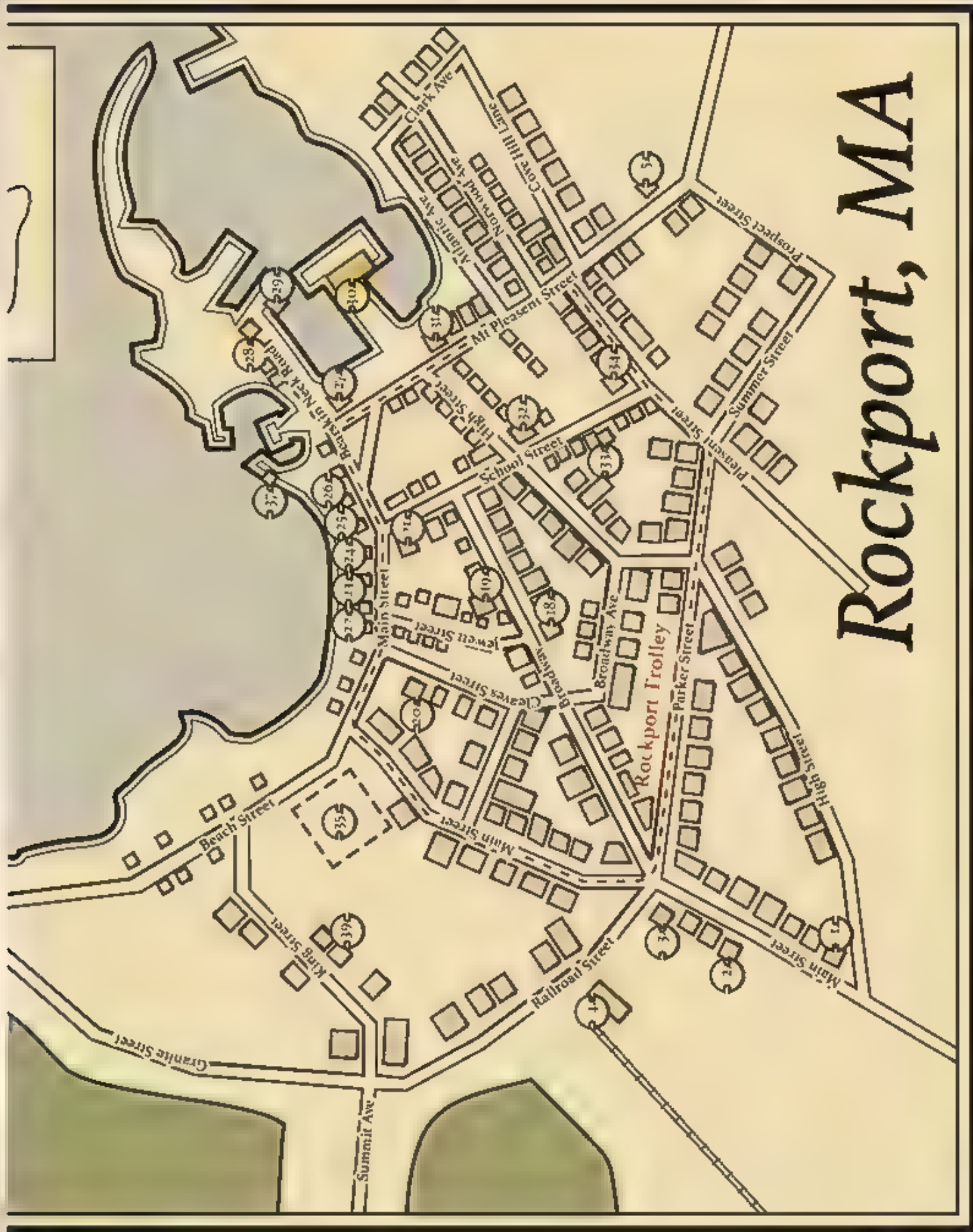
On the surface, Rockport appears to be a normal, small northeastern coastal town. The town grew during the 1800s because of the quarries, but has been dwindling, and now the population is down to just below 1,000. This has led to a high number of empty and abandoned buildings in Rockport.

Most residents are aware of the cult, but will refuse to talk about it because the people who do tend to end up dead or missing. Some may believe the investigators are part of the cult or working with them. There are several NPCs in the city









described in this book. Their entry will list if they are aware of the cult and what information they know. These NPCs will be found at the locations they are listed with. Some NPCs may move around town and be in different locations; when this happens, there will be a reference as to where more detailed information on them can be found in this book. Investigators can run into other minor NPCs that are not described in this module throughout the city; these residents will not talk to the investigators about the cult and say it is just a tale to scare children. They will be helpful in giving directions or providing names of prominent town leaders, but otherwise that is all the information they have.

There are tunnels that run under the city from one end to the other. Ordinary citizens not involved with the cult will avoid them completely, with the exception of Col. Scott Hall (see Location 23). The tunnels will be empty except for an occasional cultist or two, and as described in the tunnel locations.

An unnaturally heavy fog has rolled into town and refuses to leave the city. It is causing the paint on buildings to peel off and makes the buildings look much older than is normal, and leaves a metallic taste in everyone's mouths. The local officials assure everyone that there is nothing to worry about, and that the fog will be gone soon, but it has everyone in town worried.

Rockport is small enough to get around on foot most places, but it will take some time. The investigators can walk anywhere in town in under 30 minutes. By car, most destinations around town will be within a 5- to 10-minute drive. The main roads are very well maintained.

There is also a trolley system (consisting of just one car) that runs around the main part of town. It takes about 20 mins to make the loop, and it moves slow enough that passengers can jump on and off at any point. It travels clockwise around the town. The city map shows the trolley route.

## *Location 1*

### *Rockport Police Department*

The police station is a small building with windows along the front and the side facing out onto Main Street. Inside the office are two desks with name plates identifying them as belonging to Officer Wild and Chief Studdard. A small cell adjoins the room. Three doors lead from the room. One leads to a small closet full of cleaning supplies. One has a small restroom. The last is a locked door leading to an armory. A trapdoor in the armory leads down into the tunnel system.

#### **See Map in the Upper Tunnels Section.**

Officer Michael Wild. Michael is 31 years old, 6'1" with black hair and blue eyes. He has a very slender build and very fair skin with freckles. The deputy is a member of the cult and fearless. He will usually be found here, but if someone calls in a disturbance Michael will show up. He will come off as distrusting of any strangers.

#### **Officer Michael Wild**

STR 75 CON 55 SIZ 65 INT 50 POW 50 DEX 40  
APP 50 SAN 35 EDU 70 HP 12 MOVE 8 BUILD 1  
Damage Bonus. +1d4 Dodge 20%  
Combat Brawl 50% (25/10) Dam 1d3 + DB  
Sword 35% (17/7) Dam 1d6+1+DB  
Handgun 45% (22/9) (.45 Revolver) Dam 1d10 +2  
Shotgun 40% (20/8) (12 gauge pump) Dam 4d6  
Skills. Psychology 50%, Drive Auto 50%



Chief Corey Studdard: Corey has been the police chief of Rockport for 9 years. He's 40 years old and 6' tall, with gray hair and a medium build. He is friendly and outgoing, but will attack if the investigators attack the cult. He can often be found driving around the town or in the Sandy Bay Café.

**Chief Corey Studdard**

STR 75 CON 65 SIZ 60 INT 80 POW 65 DEX 75

APP 65 SAN 55 EDU 70 HP 12 MOVE 9 BUILD 1

Damage Bonus: +1d4 Dodge: 50%

Combat Brawl 40% (20/8) Dam 1d3+DB

Handgun 50% (25/10) { 45 Revolver} Dam 1d10+2

Rifle 60% (30/6) (.30-06 Bolt Action) Dam 2d6+4

Skills Psychology 60%, Persuade 50%; Law 50%

**Police Station**

1. Front Door
2. Main station room with desks, phones, and reports.
3. Jail cell: There is no one currently in the cell
4. Storage closet: Inside this small room are cleaning supplies, police forms, old case files, and office supplies.
5. Restroom.
6. Armory: Locked shotguns, rifles, pistons, ammunition, handcuffs, and police clubs. There is also a trapdoor that leads to T1.



## *Location 2*

### *Griffon Butcher Shop*

The butcher shop is a small three-room store. In the front, meats hang from the ceiling against the shiny tiled walls. A table and scale dominate the center of the room. There is a large cleaver and several other knives on the table used for carving and chopping meats. There are three other smaller tables with three legs each that look like large stools in the room. The floor is covered with sawdust used to absorb blood that drips from the tables. The amount of meat hanging on the walls will depend on the time of day, as follows:

**Early Morning:** 3 sides of beef, 4 ham hocks, 2 deer sides, and 4 legs of lamb.

**Lunch Time:** 2 sides of beef, 2 ham hocks, 1 side of deer, and 2 legs of lamb.

**Dinner Time, later or after Cult Attack:** 1 side of beef, 1 ham hock, and 2 legs of lamb.

The left back room is where Harry prepares the meat for display in the front room. Skins are hung on the walls for drying. A large table with cleavers and knives dominates the back room, where half a deer is lying on the table. A smaller table by the door holds a small cash box in which Harry keeps his money.

Harry can provide any type of meat the investigators might need. Raw meat can be used to lure the Star Spawn and the Deep Ones to where the investigators want them to go, or to draw them out of hiding. The Star Spawn in particular likes sheep (mutton).

The other back room is an ice room where Brian keeps any extra meat he hasn't hung out into the

outer room. He keeps it cool with ice blocks. The room is heavily insulated.

Harry Wensor: Harry is an old-school rancher who lost his ranch. He is 6'1", has a farmer's tan, and white hair. He started the butcher shop and prepares all his own meat from animals shipped in by train or purchased from local hunters. He is arrogant and not afraid of anyone. The cult attempted to recruit him, but he turned them down. The day after the investigators interact with him, he will disappear.

## *Location 3*

### *Smith Hardware*

The hardware store is dominated by a large glass showcase. It will be empty of customers and employees when the investigators enter. Even the owner, Christina, will be out back. A small bell will ring when the door is opened. The store is stocked with just about any hardware the investigators might need. The walls and display case are packed so tightly, it is difficult to find anything. The back door to the store is open. If the investigators look out the back door they will see a lumber yard full of wood. A successful Spot Hidden test will reveal two things: a locked metal shed and a large lobster trap. Just visible behind a pile of lumber, the shed is labeled with a sign warning of explosives. Christina has the only key. There are 10 sticks of dynamite in the metal shed. The large lobster trap looks big enough to catch a man, if one were so inclined.

Christina Smith: Christina is 26 years old and 5'2", with short curly black hair, and is slightly on the stocky side. Her father, Joe Smith, was killed 6 months ago, out in the bay. She was told it was a shark attack, which was the story printed in the



**Christina Smith**

STR 60 CON 35 SIZ 65 INT 85 POW 25 DEX 55  
APP 55 SAN 25 EDU 60 HP 10 MOVE 7 BUILD 1  
Damage Bonus: +1d4 Dodge: 27%  
Skills: Fast Talk 30%; Demolitions 75%; Throw 40%  
Locksmith 50%; Electrical Repair 40%  
Mechanical Repair 50%, Operate Hvy Machine 20%

newspaper, but she doesn't believe it. She knows her father was afraid of the water and would have never gone out in the bay. Since his death, she took over the hardware store, but business has dropped off since she refused to accept the police chief's findings on her father's death. She has started watching the bay and has seen strange creatures moving from Sandy Bay Rock Island out to the ocean and then back again. She never gets a good look at them, so she is building the large trap to try and catch one.

She doesn't know anything about the cult, but is an expert in construction and demolitions.

## *Location 4*

### *Train Depot*

A standard 1920s train depot. Tickets can be purchased to anywhere in the United States. All the trains to and from Rockport run through Gloucester and then on to Arkham and Boston.

There is a raised platform that runs along the side of the track for passengers to board and disembark, and an area for wagons and trucks to pull up on the other side of the track for the loading and unloading of cargo. At the end of the platform is a small building with two ticket windows. Only one will ever be open, as the railroad has scaled back on work shifts since Rockport's population has dropped so drastically.

A chalkboard that hangs between the windows has arrival and departure times.



There are several old boxes in the ticket booth that cover a trap door that leads down to T-5. The trap door has been locked with a deadbolt from underneath. The only way through is either to unlock it from below or to smash the door. Rebecca is unaware of the trapdoor.

Rebecca Wood Rebecca is 5'5" and 34 years old. She has red hair, blue eyes, and a medium build. She is a member of the cult, but totally careless and has no common sense. If the investigators talk to her enough and flirt with her she will let it slip that she is a member. All she knows about the cult is that they meet at the Pigeon Cove Chapel, and she believes that Jack Sardonicus is the leader of the cult

**Rebecca Wood**

STR 45 CON 35 SIZ 50 INT 50 POW 25 DEX 90  
APP 65 SAN 25 EDU 45 HP 8 MOVE 8 BUILD 0  
Damage Bonus: None Dodge 60%  
Combat: Sword 20% (10/4) Dam: 1d6+0B  
Skills: Fast Talk (80%)  
Climb 60%, Charm 50%

## *Location 5*

### *The Woods House*

The Woods House stands at the corner of Mt. Pleasant and Norwood. It is a B&B that the investigators should be directed to stay at. The investigators may see an ad in the local newspaper that reads as follows:

*"Centrally located, well furnished, all modern conveniences; handy to beach, boating, fishing and electrics. Home cuisine."*

It is called the Woods House, after the famous lawyer, Henri Woods, who defended Albert Joy, a man accused of killing his fellow traveling salesman Charles Gilman. Charles was killed down at the quarry. What no one ever found out was that he was one of the first sacrifices to the Cthulhu Cult in 1877. The official story:

*"It was April 11, 1877, The Rockport murder case involving two traveling salesmen. The two men, Albert Joy and Charles H. Gilman, arrived in Rockport on the 9 AM train from Beverly. While Gilman called on several houses, selling an attachment to sewing machines, Joy hung around the railroad station. Around noon, the two men were seen passing through the station and out its western end, heading toward a nearby quarry. A half hour later, Joy was seen returning, alone. He walked up Pooles Lane to Main Street, then to Broadway and into town, where he stopped at a restaurant and ordered oyster stew and tea. He then returned to the station and boarded the train that was set to leave at 1:30. As he waited for it to depart, voices suddenly started screaming, "A dead man has been found in the reservoir." Upon hearing that news, Joy exclaimed, "My God! It is my chum."*

Police quickly arrested Joy, who professed his innocence, saying he left Gilman at the reservoir while he went to get food. With Henri Woods as his defense attorney, Joy was put on trial in Salem on July 9, 1877, for the murder of Gilman. After a four-day trial, the jury returned a verdict of guilty. He was sentenced to be hanged, but four days

*before the scheduled hanging, the governor issued a reprieve. A few weeks later, the governor commuted his sentence to life in prison."<sup>2</sup>*

The Woods House is three stories tall and has a basement. It has room for up to 10 guests and offers home-cooked food on demand. Servant quarters are found behind the house. Currently only Phyllis is living there. A tire swing sways gently from one of several trees scattered about a large back yard. The house itself is decorated in an old



fashioned Victorian style. The couches and chairs in the living room are comfortable and plush. The brown fabric with gold embroidery stands out. A red Persian rug covers most of the living room floor

From there, wooden stairs leading up and into the dining room. The dining room table will seat 10, and the wood carving style matches the design on the couch. The chairs are all wood except for a plush brown cushion to sit on. The smell of cooking permeates the dining room, coming from the kitchen where Phyllis is always tending to something

Paintings can be found all around the house. There is at least one painting of the Red Barn, Motif #1, in



the living room, as well as several paintings from the Art Association. The paintings are all portraits or paintings of the sea and lighthouses.

The bedrooms are all similar and have Victorian-style beds as well as a wooden chair, armoire, and small desk.

Sarah Hikey: Sarah is 21-years-old and has fair skin and long brown hair. Her eyes are very dark and slightly too large compared to her small nose. She is 5'3" and very thin. While she is a good business-woman, she is rather naive and gullible when it comes to different parts of life outside of running her B&B. Both of her parents, who ran the B&B before her, died fairly recently under unusual circumstances. Her father died 2 years ago, her mother 9 months ago. She doesn't know of any cult and does not believe in magic. Woods is Sarah's mother's maiden name; she is the great grand-daughter of Henri Woods. She loves to tell the murder story. She is well educated and well read

Ethan "Big E" Denham: Big E is a 12-year-old boy. He isn't related to Sarah. He and Tommy come around and help for tips and 25 cents a day when new guests arrive. He will run small errands for the Investigators if asked. He knows all the NPCs names and whether they are nice or not. He also knows of the tunnels and the entrance at the graveyard. He and his brother play in them sometimes but they don't go near the quarry. Tommy likes to investigate, but Ethan doesn't let him go too far, being very protective of his older brother. His family has fallen on hard times, so Sarah helps the boys out when she can.

Tommy: Tommy is Ethan's older brother at 13-years-old and has Down's Syndrome. He is quiet and does not talk much because it is difficult to understand his words. He is very friendly and tries to be helpful. Other boys around town pick on him, so Big E and Tommy keep to themselves. Tommy won't be much help, but has seen both the Deep Ones and the Star Spawn. He sometimes sneaks out at night and goes down to the ocean. He was there the night the cult summoned the Star Spawn. He can't tell the investigators anything meaningful, but he can draw pictures of both, and take the investigators to the ocean bay where he saw them. If the investigators have him draw pictures, provide them with Handouts 18 and 19 as appropriate.

Phyllis: Phyllis is a 48-year-old black woman who works for Sarah. She is the cook and housekeeper. She comes from Cuba, and worked for Sarah's mother for years while helping raise Sarah. She is very protective of both Sarah and the two boys. She is very aware of the cult's activities, but shields Sarah from any of it and will keep the



investigators from proving it to Sarah or trying to get her or the boys to help them. She won't give the investigators any information that might put Sarah or the boys in jeopardy.

## *Location 6:*

### *Thacher Island Lighthouses*

Just off the coast is Thacher Island, a small island surrounded by choppy, perilous waters. Perched on the southern and northern ends of the island is an identical set of two lighthouses. 148 steps lead to a watch room where the keepers spend most of their time. Above that is the lantern room.

If the investigators attempt to line up the star map from the paintings, and make a successful Spot Hidden test from the top of the lighthouses, they can make out the pattern of buildings in the city. They will then notice that there is a stone plate on the top of each building with a tunnel entrance.

When the investigators hire the boat to go out to the lighthouses, this will initiate the storm event. See the events section.

Between the two lighthouses is a small tool shed. This old wooden shed is rotted through and doesn't look like it has been used recently. A rusted chain and padlock seal the door. A Locksmith check with a penalty dice will open the padlock. The boards, however, will easily break, allowing anyone to climb into the small shed. There are tools here, including shovels and picks, and the floor of the shed is dirt. Spider webs cover everything, and spiders scurry from the light.

If the investigators dig into the dirt floor, they will run into something about 4" down. It feels harder

than dirt, but softer than stone or metal. They find a piece of wood 12" by 18" and ½" thick. The wood is in surprisingly good shape considering it's been buried for some considerable time, and the following words, burned into the wood, can be easily made out:

*"When the world is turned upside down"*

Embedded in the ground beneath the wooden plank is a bronze plaque. Once the dirt has been cleared away, the following engraving is visible: *"Jr qht gbb qrrc, naq sbhaq bhe tbq."* Translation: "We dug too deep, and found our god." The plate is embedded into the granite rock beneath and might take one to two hours to dig out.

**\*\*Provide Investigators with Handouts 17\*\***



Tanner Bivens: Tanner has been the lighthouse keeper for over 20 years. This 53-year-old, tanned, dark-haired man lives in a small house on Thacher Island, on the path between the small dock and the southern lighthouse. Tanner is a gruff man. He doesn't know anything about the cult or their activities. He knows the old tool shed is there, but doesn't have the key and has never been into it.

He has 6 assistants to help keep the lights lit. They are all aware of the cult, and will always be found in pairs.



*Tanner Bivens*



## *Location 7*

### *Rockport Granite Company*

The Rockport Granite Company opened in 1840, providing granite free of knots and seams. The company used dynamite, steam drills, and hand tools to cut out the granite blocks. Rockport Granite owns nearly all the granite quarries in Rockport. The granite industry in the 1880s was booming, but has steadily declined in the last 20 years. Rockport Granite still employs a couple hundred granite cutters, but will be filing bankruptcy within the next 10 years.

During the daytime hours, most of the workers are in the two outer quarries. Investigators will occasionally hear dynamite blasts or a steam drill

from the quarries. If they attempt to talk to any of the workers, they will find most do not speak English. Most speak French or Italian. If they do find one they can communicate with, a successful Persuade roll may gather that no one cuts in the main quarry (quarry 1) anymore, and that the workers won't go near it. Too many people have disappeared from there. After that, the foreman will come by and ask for their union cards, and tell them to get the hell out of the work area.

If the investigators follow a worker home, a Persuade roll won't get them much more information, just that something strange is going on in town. They may tell the story of two granite workers, brothers, who went swimming in quarry 1 and were never seen again. Other workers found their clothes by the quarry. Police said they went to the ocean to swim and were pulled out in the riptide, but their bodies were never recovered. They will be polite but insist the investigators leave soon after they arrive.

The warehouse is located at the beginning of the Rockport Granite Pier. A dozen pallets of granite lie scattered around the warehouse. Against one wall is a locked cage that holds several different types of digging tools that can be used for mining granite, including a couple of steam drills and hand tools. Also inside the cage is a locked explosives cabinet that contains eight sticks of dynamite. Otherwise, the warehouse is empty. There is an office with a window that looks out into the warehouse. It has a set of books that shows outgoing granite shipments. Inside the office is a trapdoor that leads down to entrance T7 of the tunnels. The office door will be locked unless Justice is there.

During the day, other workers similar to those in the quarry can be found in the warehouse. Their job is to move the granite onto the pallets and assist with loading them onto the ships at the pier. They have no more information than the quarry workers.

Justice Gordan: Justice is very tall at 6'6" and isn't afraid to use his size to overpower and bully people. He has used his size and strength to get to where he is now at only 23 years old. He has blonde hair and gray eyes and is both intelligent and greedy. He knows all about the cult, including Gabriel, the Reverend, and the Star Spawn. He won't be pushed around, but can be bribed

**Justice Gordan**

STR 80 CON 65 SIZ 85 INT 70 POW 45 DEX 50  
APP 75 SAN 25 EDU 50 HP 15 MOVE 7 BUILD 2

Damage Bonus: +1d6 Dodge 30%

Combat: Brawl 70% (35/14) Dam 1d3+DB

Sword 40% (20/8) Dam 1d8+1+DB

Skills: Intimidation 45%; Demolitions 40%; Throw 30%

Operate Heavy Machinery 30%, Charm 45%

Ryan Grimsley: Ryan is 5'9" and stocky. Ryan is the night watchman and a member of the cult. He carries a .38 revolver and will order anyone he finds at the quarries or the Rockport Granite Company to leave. He knows all the top cult members and knows all about the tunnels and the Star Spawn

**Ryan Grimsley**

STR 40 CON 35 SIZ 60 INT 50 POW 45 DEX 45  
APP 50 SAN 38 EDU 50 HP 9 MOVE 7 BUILD 0

Damage Bonus: None Dodge 30%

Combat: Brawl 30% (15/6) Dam 1d3+DB

Sword 35% (17/7) Dam 1d8+1+DB

Pistol 40% (20/8) 38 Revolver - Dam 1d10

Skills: Spot Hidden: 40%; Psychology 40%

*Justice Gordan*



*Location 8*

*Quarry #1*

Quarry 1 is a large hole in the ground, from which the Rockport Granite Company has dug a lot of the granite. It is about half full of water. Just beneath the surface of the water is the entrance to a tunnel that leads up and into the main Temple, T9. The hole cannot be seen from the surface. Someone would have to dive down, looking for an entrance.

Occasionally, members of the cult will exit the tunnel and swim around the quarry. If the investigators walk up on the quarry there is only a 5% chance they will see this. If they stake it out over a 24-hour period, there is a 50% chance they will see people just swimming around the quarry, then disappear again.

A dirt road leads to the granite wharf and was once used to move granite to the warehouse. Due to the entrance to the underground chapel, the granite company stopped cutting granite there and moved to the other quarries. It is now unused except by the Star Spawn to get in and out of the underground chapel. There is usually no one near this location.

## *Locations 9 & 10*

### *Quarries #2 & #3*

These are two large stone pit in the ground. They are dry except for a small amount of water in the very bottom of the holes. There are a number of cut blocks of granite, some as big as a person, as well as smaller pieces, scattered around the area. Some are lying on pallets like they are ready to be pulled out of the hole for delivery to the warehouse. A 1' cubic block of granite weighs around 150 pounds.

If the investigators arrive during daytime hours, they will find several dozen men working in and around the quarries. If they can get one alone, a Persuade or Fast Talk skill check will get them the info listed at the Rockport Granite Company. This will last until the foreman spots them. He will run any trespassers off.

At night, the place will be empty, though there is a 20% chance any visitor will run into Ryan, the night watchman, who will spend most of his time at the warehouse and the rest of his time split between quarries 2 and 3.

Foremen: There are two foremen, one each at quarries 2 and 3. They are extremely loyal to Justice and will do their best to keep the investigators away from Justice and the quarry

workers. They are all part of the cult and are all part of the Cult Attack event

Neil McCarthy: Neil is the foreman for quarry 2 and is called the Shredmaster because of his ability to shred a granite slab. He is no-nonsense and will not abide people interrupting the workers at his quarry. He knows all the top cult members and knows all about the tunnels and the Star Spawn.

#### **Neil McCarthy**

**STR 75 CON 50 SIZ 80 INT 75 POW 65 DEX 65**

**APP 55 SAN 52 EDU 65 HP 13 MOVE 7 BUILD 1**

**Damage Bonus:** +1d4 **Dodge** 35%

**Combat:** Brawl 50% (25/5) **Dam** 1d3+DB

**Sword** 45% (22/9) **Dam** 1d8+1+DB

**Skills:** Persuade 40%, Intimidate 55%

**Operate Heavy Machinery** 45%, **Demolitions** 50%

J. Pekka Myllyluoma: Pekka is very quiet, but only a look from this 6'4" tall man will get most men back to work. Pekka is a member of the cult. He knows all the top cult members and knows all about the tunnels and the Star Spawn

#### **J. Pekka Myllyluoma**

**STR 80 CON 80 SIZ 90 INT 45 POW 60 DEX 55**

**APP 65 SAN 55 EDU 50 HP 17 MOVE 7 BUILD 2**

**Damage Bonus:** +1d6 **Dodge** 27%

**Combat:** Brawl 65% (32/13) **Dam** 1d3+DB

**Sword** 40% (20/8) **Dam** 1d8+1+DB

**Skills:** Intimidate 60%, **Demolitions** 30%

**Operate Heavy Machinery** 20%

Ray Ingrahm: Ray is a quarry worker that is always looking for an excuse to take a break. So whether the investigators go to quarry 2 or 3, they can encounter Ray. He will stop and is willing to talk to them until the foreman shows up and puts him back to work. He will only be at one quarry, not both. Ray is not part of the cult.



## *Location 11*

### *Granite Pharmacy*

A typical pharmacy that can provide drugs as needed. They also sell milkshakes and flavored sparkling soda, candy, and gum. Besides the usual aspirin and standard drugs, the store keeps a supply of cocaine, heroin, meth, and peyote in stock. The store has a large glass globe half-full of a red liquid. There appears to be significant damage to some of the walls, which are under repair

Stephen Drake: The apothecary for the pharmacy is Stephen. He is a 31-year-old, 5'7" man of medium build, with blond hair and blue eyes. He is friendly and forgiving. He knows about the cult but won't say anything about them. They have torn up his pharmacy recently and he is afraid of them. He will sell the investigators narcotics if he knows they are against the cult. Stephen has an extensive knowledge of pharmaceuticals and will help the investigators after a successful persuade roll. He can make a gas that will knock out the Deep Ones (as well as people). The gas will cause a penalty dice to the Star Spawn's attacks, but that is all.

## *Location 12*

### *David Babson Co.*

When the investigators walk into this law office they will see a middle-age woman sitting behind a desk. A parakeet is in a cage in the corner and a calico cat is sleeping in one corner. She will greet the investigators and explain that Mr. Babson is out of the office but should be returning in a day or two. A successful Psychology test will indicate that Lisa is very worried about her boss.

David Babson was investigating the Pigeon Cove Chapel and has notes about the cult in his office safe. In the notes are the names of the buildings with tunnel entrances and a list of several of the cult members, including Stephen Drake, Officer Michael Wild, Chief Corey Studdard, and Rev. Jack Sardonicus. David has been missing for the last week.

Lisa Turner: Lisa is a 36-year-old, 4'11" secretary of medium build with tan skin and shoulder-length black hair. She is very friendly, cheerful, and optimistic. She keeps a cat and a bird in her office and happily chats with them as she works. She has heard about the cult but doubts it exists. She knows her boss is missing, but doesn't believe any foul play has befallen him, however, Lisa is extremely worried. In fact, Babson has already been fed to the Star Spawn. The investigators will need to pass a Persuade test before Lisa will let the investigators search his office, and will need a difficult Persuade roll to convince her to open the safe for them.

Olas 'Ollie' Cheatham: This young 21 year-old is working as an intern this summer for Babson. He is very shy but extremely smart. He will avoid talking to the investigators if at all possible. If persuaded to speak, he can tell them that Babson was investigating a cult in town, and he suspects foul play. He knows that Babson had been collecting a list of suspected cult members.

## *Location 13*

### *Bailey's Barber*

The barber shop on Granite St. is a standard 1920s barber shop, with two chairs. A barber pole is mounted on the wall outside the door. On a table

against one wall is an old checkers set in a state of mid-game, but it is covered in dust. When the investigators enter there is a 40% chance someone is in the shop getting a shave or haircut. If there is, roll on the NPC random chart to see who it is. If this results in a woman, re-roll or make it an extra NPC.

Michel Foisy. Michel is 6'0", with bronze skin and a large build. He is 35 years old. He is friendly and compassionate, but stern. He is a deacon of Gabriel and knows everything about the cult and where Gabriel is staying. He also knows that Gabriel is using a spell to keep the Star Spawn from tearing up the town and that if something happens to Gabriel the creature will wreak havoc on Rockport. If the Investigators mention Gabriel or the cult he will grow nervous, and tell people they should leave alone things they don't understand.

Michael won't give up Gabriel or anything about the cult without some intense persuasion. He will be in the cultist battle later. In one of the drawers he keeps a gun, but he uses a sword as a cultist.

**Michael Foisy**

STR 65 CON 60 SIZ 70 INT 60 POW 50 DEX 65  
APP 60 SAN 45 EDU 55 HP 13 MOVE 7 BUILD 1  
Damage Bonus, +1d4 Dodge 32%  
Combat Brawl 30% (15/6) Dam 1d3+DB  
Sword 35% (17/7) Dam 1d8+1+DB  
Pistol 30% (15/6) 38 revolver - Dam 1d10  
Skills: Listen 50%, Craft (hair stylist) 80%

## Location 14

### Pigeon Cove Chapel

This small chapel is unremarkable. Wooden pews fill the main room and a pulpit stands at the front. There are no recognizable symbols in the chapel. A single door at the back of the chapel is the only

exit besides the front door. Plain windows line the sides of the building. A single circular stained glass window is above the front door. The images in the window are not natural or recognizable.

The small door at the back of the chapel leads to a small office for Rev. Sardonicus. He lives in the parsonage next to the chapel with his wife Raven "Shadowz" Alexis. A door in this room reveals stairs leading down to a basement. The basement has a small bedroom, a restroom, and a storage area. Gabriel Rahn lives here in the basement.

Rev. Jack Sardonicus Reverend Sardonicus is 58-years-old with tan skin, short gray hair, and stands 5'10" tall. He delivers sermons to the cult and wears a red robe during the ceremonies. If combat breaks out, Jack will flee. If captured, he will give up everything. He will talk about how it's time for the Star Spawns to align and the Great Cthulhu to rise. He will go on about how there is nothing the investigators can do to stop them. As a preacher, Sardonicus is a charismatic but rather boring orator, often repeating himself. He has no real power, but is being used by Gabriel as the fall guy if the cult comes under suspicion.

**Rev. Jack Sardonicus**

STR 50 CON 50 SIZ 50 INT 70 POW 40 DEX 70  
APP 80 SAN 35 EDU 70 HP 10 MOVE 8 BUILD 0  
Damage Bonus None Dodge 60%  
Combat Brawl 25% (12/5) Dam 1d3+DB  
Sword 25% (12/5) Dam 1d6+1+DB  
Skills: Charm 80%, Persuade 70%,  
Fast Talk 60%, Language (Latin) 75%

Gabriel Rahn: Gabriel is the real power behind the cult. He has a natural affinity for charm and influence spells. He uses nearly all his magic points daily to keep the painters at Bearskin Neck under his charm, to bring in new arrivals weekly,

and to keep the Star Spawn from going on a killing rampage. He can still call crows in the area to do his bidding (see the spell Control Birds in the reference section). Gabriel is an expert fencer and will rely on his skill as a swordsman in combat. His father is the one who found the mysterious statue the investigators are looking for and brought it to the Chapel of Contemplation the day of the big police raid.

Gabriel is currently having an affair with Shadowz, and will lead the assault against the investigators if they kill the Deep Ones. If in dire straits, he will cast Control Birds and hope Shadowz will save him. If he is killed, the Star Spawn will be released and kick off the end-game event.

There is a journal locked in a desk of Gabriel's room. If read, provide investigators with the history and tunnel maps (pages 52 and 57). There are three spells in the journal: Contact Star Spawn, Mass Charm, and Summon Spirit Animal. See details in the reference section.

#### Gabriel Rahn

STR 60 CON 70 SIZ 65 INT 80 POW 90 DEX 80

APP 80 SAN 0 EDU 80 HP 13 MOVE 8 BUILD 1 MP 18

Damage Bonus: +1d4 Dodge 45%

Equipment: Enchanted Blade MB +1d6

Combat: Sword 90% Dam 1d8+2+DB+MB

Skills: Charm 90%, Cthulhu Mythos 50%,

Sport Hidden 80%, Listen 60%

Persuade 60%, Occult 80%, Psychology 80%

Spells: Summon Spirit Animal

**Raven "Shadowz" Alexis:** Raven married Jack Sardonicus because she believed he was the power behind the cult, since he was the apparent leader. She soon found out he was just the front man, and that Gabriel has the real power. She subsequently initiated the affair with Gabriel, and



doesn't really care if Jack finds out or not. Shadowz got her nickname because of her unnatural ability to control shadows around her. She will be with Gabriel anytime the investigators encounter Gabriel and will hang back and use her Shadow Protection spell to shield both if the investigators start shooting at them, and use her Obscuring Shadows spell to escape. See the reference section in the back of this book for more details.

#### Raven "Shadowz" Alexis

STR 50 CON 40 SIZ 50 INT 80 POW 85 DEX 90

APP 75 SAN 0 EDU 60 HP 9 MOVE 8 BUILD 0 MP 17

Damage Bonus: None Dodge 70%

Combat: Brawl 25% (12/5) Dam 1d3+D8

Dagger 30% (15/6) Dam 1d4+D8

Skills: Charm 40%, Disguise 70%,

Cthulhu Mythos 40%, Occult 80%

Spells: Shadow Protection

Obscuring Shadows





### *Location 15*

#### *Cape Ann Tool Company*

The Cape Ann Tool Company sits right on Pigeon Cove. This large structure smelts steel to press tools. Given a blueprint and a couple of days, they can make just about anything a customer might want. In addition, Jeffrey runs a gun smuggling ring and can provide anyone with a gun of their choice, or whiskey, given the right amount of money. There are three to four other workers here, but they will always refer visitors to Jeffrey.

This odd shaped building is made from wood and metal. Parts of the building look newer than others. The dominant feature is the large round white chimney stack sticking straight up 40'. The building is showing its age with paint peeling off

and metal showing rust.

Jeffrey Graves: Jeffrey is 28 years old and 6' tall, with olive skin and blue eyes. He has fine brown hair and a scraggly beard. Jeffrey is capricious, mischievous, and a spend thrift. He isn't a cult member and intentionally tries to avoid any knowledge of them, though he does know they exist. He owns the tool plant and runs the gun and alcohol smuggling ring.

### *Location 16*

#### *The Witch House*

This old house was built in 1692 when Mary Proctor, heavy with child, was convicted of practicing witchcraft in Salem. Her sons were only 11 and 12 at the time. Their father, also convicted of witchcraft, begged the magistrate for mercy. The magistrate showed mercy to Mary, merely banishing her from Salem, and then hanged her husband. Mary and her boys, seeking only isolation, ended up in Pigeon Cove, a sparsely populated area just north of the small village that would eventually become Rockport. The boys built their house as more a fortress than a home. There she bore and raised her third child. Screams and strange lights were reported at all hours of the night coming from what the locals began to call "the Witch House."<sup>3</sup>

The two sons were seen less and less outside their home, until eventually they stopped coming into town for supplies altogether. The lights and noises stopped and the house stood empty and dead for years. Eventually the city took possession. No one is sure what happened to the baby. An unusual plant by the name of blue stonecrop was grown around the property but has now gone wild. It

may be the only plants of this kind in the US. It is needed for the sealing spell used in the "Key to the Abyss" module.

After Mary Proctor died in 1704, the boys just disappeared. The house served as a bread and breakfast for a while. Different people lived in the house including Mr. Danny Williams, who reportedly killed himself in the house. His ghost is rumored to still haunt the homestead. In 1870, Dr. Tupper bought the house and after living there for a few years, but moved back to town due to the unusual activities in the home. A little over a year ago, Cindy Alvarez moved into the house, and soon after Dr. Tupper passed away under unusual circumstances. Without any relatives for the house to go to, Cindy has claimed the house as her own.

Cindy Alvarez. Cindy is 40 years old and is related to the original Mary Proctor. She has come back to reclaim her family home, and killed Dr. Tupper to do so. She is a tall at 5'8" and has very pale skin and blonde hair. The only time she leaves her house is to attend the cult services at the Cove Chapel or the Cthulhu Temple. Different members of the cult bring her food and other things she might need. She is trying to tap into the dark forces of her ancestors, but she actually has no powers at all. Cindy is moody, gloomy, and ponderous if questioned. She does have the ability to communicate with the ghost of Mr.

#### Cindy Alvarez

STR 40 CON 40 SIZ 40 INT 50 POW 30 DEX 70  
APP 50 SAN 25 EDU 50 HP 8 MOVE 8 BUILD 0

Damage Bonus: None Dodge: 40%

Combat: No Combat Skill

Skills: Occult 70%, Cthulhu Mythos 50%

#### The Ghost of Danny Williams

INT 80 POW 90 MP 18

- The ghost is immune to all physical attacks
- Magical attacks reduce MP, not HP
- He is anchored to the house and may not be more than 100 feet from the house.

**Attacks.** Envelope Attack, opposed POW roll verse the intended victim. The loser loses 2d6 MP

Telekinesis. At a cost of 5 MP, the ghost may hurl small items across the room. Target receives a dodge check, if he fails the item does 1d6 damage.

If the ghost is reduced to 0 MP, he dissipates for 24 hours and then returns unless Exorcised.

If a Player is reduced to 0 MP he is unconscious.

Williams that does haunt the house

She disagreed with the summoning of the Star Spawn. When she found out about the plan from Gabriel, she began to research what it would take to get rid of the Star Spawn in the event Gabriel was successful. She followed the notes from a diary handed down from Mary Proctor and found a treasure trove of magic scrolls hidden in the house. She has a scroll of *Banishment of Yde Etad*. If she feels the investigators are serious about defeating the Star Spawn, she will give them the scroll, but will not help any more than that.

*Banishment of Yde Etad*. Cost — 1d4+3 magic points per caster, minimum 3 casters. 1d4 sanity points per caster. Casting Time 1 hour. For more details, check the reference section.

If the investigators break into the home, Cindy will flee into the woods. The ghost of Danny Williams will haunt them until they leave. The hiding place for the scrolls is in the bedroom, under a loose floorboard beneath the bed. She has booby trapped the floorboard to destroy all the scrolls inside, should the trap not be disarmed beforehand.

## *Location 17*

### *Old Man Douglas's House*

A small trail leads off the dirt road by quarry 3 that leads deep into the woods, and to this wooden house just north of quarry 3. The building is not on the players' map. It is difficult to get to without knowing the way, and is reachable only on foot. The house occupies a small clearing along with a pile of chopped wood and several animal hides tanning on frames. The most remarkable part of the structure is the symbols burnt into the outside walls. A successful Occult test will reveal that they are warding and protection symbols to keep evil spirits away. Also in the clearing are all manner of wood carvings. Some are on shelves, but larger free-standing 2' to 3' carvings are scattered about as well. The majority are of woodland creatures such as deer, bears, birds, and other animals while others are of creatures the investigators have never seen before. A successful Cthulhu Mythos test will reveal likenesses of The King in Yellow, Nyarlathotep, Yig, Atlach-Nacha, and a Deep One, Mi-Go, Elder Thing, and Yithian. A separate roll is needed for each carving.

**Alan Douglas:** Alan is only in his 40s but comes off as much older when he does run into other people. He used to live in Rockport, making his living by hunting, but after seeing one too many strange things he has moved out into the woods to await the end of the world. He spends most of his time hunting and wood carving in the peacefulness of the woods. He will be hiding in a blind with his rifle pointed at the investigators if they come to his house. He witnessed the summoning of the Star Spawn and saw it fall into



the ocean earlier in the week, and believes it portends the end of days.

While Alan is pessimistic, he can be persuaded to help the investigators with the "Key to the Abyss" scenario. He can carve the wooden cannonball, and add the symbols to it. Of course, he can only add the visible symbols to the replica, and not the hidden one. He also knows there is blue stonecrop growing at the Witch House. If asked about the Star Spawn and how he might deal with it, he will suggest that the investigators freeze it. He will not assist with the Star Spawn.

#### Alan Douglas

STR 70 CON 70 SIZ 60 INT 60 POW 60 DEX 70  
APP 50 SAN 28 EDU 60 HP 13 MOVE 9 BUILD 1

Damage Bonus +1d4 Dodge 65%  
Combat: Axe 60% (30/12) Dam 1d8+2+DB  
Skills: Cthulhu Mythos 70%, Craft (Woodcarving) 80%  
Survival 80%, Hunting 70%, Occult 60%  
Science (Botany) 60%, Navigation 50%  
Other Languages (Greek, Arabic, Latin, Spanish) 50%



## Location 18

### Post and Telegraph Office

The Rockport Post and Telegraph office is the only way to get packages, letters, or telegrams in or out of the city other than through the train service. If the investigators send or receive any mail through the post office, Marjorie will look at it. Marjorie is also the only licensed telegraph operator in Rockport, though Jim Reese is learning and could send a telegram if persuaded when Marjorie is not around. The post office is a stone building with a counter in the front room. A side wing has a wall of cubby holes for incoming mail for PO Boxes. Visitors from out of town can pick up their mail by talking to Marjorie at the counter.

There are forms to fill out to send telegraph messages and paper and envelopes to write letters. Stamps can be purchased for 2 cents. Packages will cost more. The mail leaves and arrives to Rockport on train. It goes out on the fast train and comes in on the first. A difficult Persuasion test on Jim and he will smuggle mail and packages in and out of Rockport without going through the post office.

Marjorie "Wolf" Osteen: Marjorie is 5'1" and 29-years-old. She is a Native American with short black hair, brown eyes, and a very athletic build. She's earned her nickname from the wolf tattoo on her arm. She acts immature, loves music, and

#### Marjorie "Wolf" Osteen

STR 60 CON 70 SIZ 50 INT 60 POW 60 DEX 70

APP 50 SAN 52 EDU 50 HP 12 MOVE 9 BUILD 0

Damage Bonus: None

Combat: Sword 50% (25/10) Dam 1d6+1+DB

Throw 60% (30/12) Daggers - Dam 1d4+2+1/2 DB

Skills: Tracking 40%, Survival 50%

gambles, a lot. She is a cult member and helps Gabriel get packages in and out of Rockport for the cult. She will read all letters and inspect all packages the investigators might try to send through the post office and report any suspicious activity to Gabriel.

Jim Reese: Jim is a handsome 20-year-old with black skin and black curly hair. He delivers mail for the people of Rockport. He isn't part of the cult. Though he's noticed that there are people around town of a strange religion, he does not think they are evil or bad, just different.

If questioned, Jim can tell the investigators where everyone in town gets their mail, including Gabriel. Jim has some training on the telegraph and can send out a message if the investigators pass a Persuade test. He knows that Marjorie (he calls her Wolf) is in the cult but believes it is an Indian thing—not evil, just different.

## Location 19

### Town Hall

The town hall is where the city records are kept. The main hall contains several tables and cushy chairs. Behind a desk at the back of the hall sits an average, middle-aged man who is writing in a book. He doesn't look up unless someone approaches the desk. On both sides of the hall are doors and there are two doors on the back wall. Above one of the doors at the back of the room is a sign that reads *Courtroom*.

If the Investigators search for records on specific people, they can find birth and marriage records. If they look for building records, they can find when buildings were built, who built them, when they were sold, and who bought them. If the

county took possession of property, it would also be listed here. None of these records will really help with the investigation and are not provided in this module

If the investigators search for the church registration and find it, provide them with Handout 5. They will notice it is missing a number in the registration; this was changed to remove the Pigeon Cove Chapel from the registrar. If the investigators search for the court records of Albert Joy from his 1877 murder case, they will find he was arrested, tried for murder, and found guilty. He was sentenced to death, which was later commuted to life in prison. This was 44 years ago; if the investigators follow up to talk to Mr. Joy, they will discover he died in prison several years ago

Nash Philburton: Nash is a 41-year-old man who is always very proper. He is 5'11", with light brown skin and brown hair that has gone prematurely gray and balding. Nash is also deaf. He uses sign language to talk. He can read lips, but if the investigators ask for any records he will give them the following slip of paper.

**\*\*Provide investigators with Handout 6\*\***

REQUEST FOR CITY RECORDS  
NAME  
DATE  
REASON FOR REQUEST

After they fill it out, Nathan will direct them toward one of the doors on the side walls. His filing system is so convoluted that anyone must roll penalty dice for any Library Use roll. If the investigators continue to ask questions about the Pigeon Cove Chapel, he will claim that he will not help them while slipping them a note asking the

investigators to meet him at his home at 224 School Street (Location 34) at 7:30 tonight.

**Nash Philburton**

STR 50 CON 60 SIZ 55 INT 70 POW 60 DEX 50 APP 50

SAN 60 EDU 80 LUCK 55 HP 11 MOVE 7 BUILD 0

Damage Bonus None

Skills Fighting (Brawl) 25% Dam 1d3+DB

Library Use 80%, Stealth 60%

Spot Hidden 65%

## *Location 20*

### *Universalist Church*

The Universalist Church shared services at the Congregational Church until they were kicked out in 1839, when the tunnels were under construction. Since then, they built their own building on Cleaves Street. It looks like a standard Christian church with pews and a pulpit, and images of Jesus and the Virgin Mary abound in both paintings and sculptures. On Sunday mornings and Wednesday evenings, services are held with around three dozen parishioners, including Sarah and Christina.

Bernard Leong: This 58-year-old reverend runs the Universalist Church. He is overweight, has gray hair, and his skin is blotchy white and red skin from a recent sunburn. He is generous and kind but tends to yawn a lot. He is not a member of the cult, but knows of them and is determined to stop them. He has seen them enter the Congregational Church, so he believes Reverend Lynn is one of them. Christopher knows something happened on Sunday August 7. He could feel the power. He is very sensitive to magic and spells being used around town. He also saw the star fall into the bay, and watched as some people went out in boats and hauled something

back into the bay, but did not get close enough to see what it was. Since then, the number of disappeared artists has increased from one per week to one per day. He knows of the Deep Ones, though he calls them water demons

He will be very afraid if the investigators talk with him. He suspects they are with the cult and testing him. If the investigators gain his trust with some successful Persuade rolls, then he will tell them of the falling star. He will also tell them that Sarah from the Woods House and Christina of the Hardware Store are trustworthy. He knows Christina (Location 3) is building a trap, but knows it's not nearly big enough. He knows of the Pigeon

Cove Chapel and believes Jack Sardonicus is one of the leaders of the cult. He will also offer his church as sanctuary to the investigators if they are in need

### *Location 21*

#### *Congregational Church*

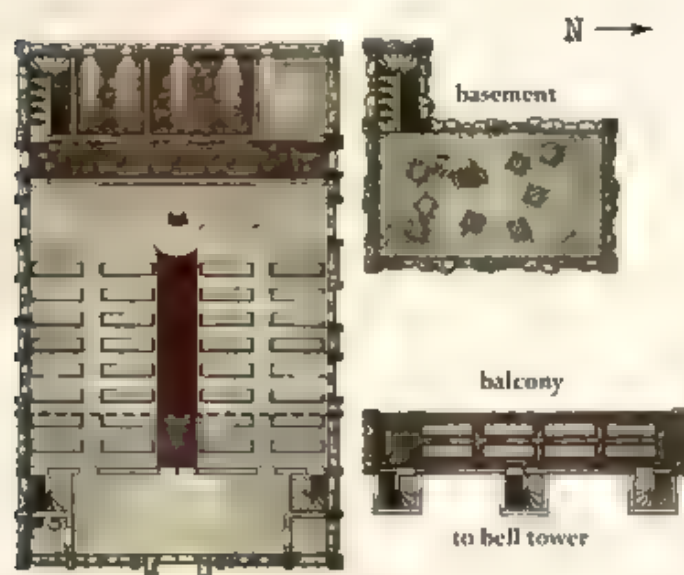
#### *The Old Sloop*

This church was founded in 1800. It has been used for multiple religions over the years, including a Cult of Cthulhu that originally built the chapel down by the quarry. The church has a tunnel entrance that leads to Location T2 in the basement.





The church is located on School Street just off Main Street. The main cathedral is a large room with a vaulted ceiling. Two-story-tall stained glass windows are on the side walls of the main worship room. Wooden pews form four columns with six rows of pews in each column. A large pulpit on a raised stage dominates the front of the room. A large cross hangs on the wall behind the pulpit. The hardwood floors give the room a beautiful finish and a red carpet stretches down the center aisle and up the four steps that lead to the pulpit. A small organ sits off to one side.



Three large doors on the south wall feed into a small greeting room that separates the main chapel from the outside. Another set of three doors leads from the greeting room to outside. A set of stairs on each end of the greeting room lead up to the balcony that looks out over the main chapel. At the back of the balcony there is a small locked door. Behind the door is another stairway that leads up to the clock and bell tower. Reverend Lynn has the key.

At the back of the main cathedral, there are two small doors. Both lead to a hallway that runs the width of the church. There are four doors on the west wall and one door on the north and south wall. The one on each end leads outside. Rev. Lynn leaves the south door unlocked for the cultists. The first door on west wall leads to a stairwell that leads down to the basement.

The second door is a small office with a desk, chair, and several filing cabinets. The third door is a small bedroom, with a bed, armoire, and chest. Inside these are Rev. Lynn's personal belongings: clothes, bible, cross, gloves, and a pair of shoes. The final door is a storage closet containing props, religious instruments, and decorations used by the church during various holidays.

In 1814, the British frigate HMS *Nymphe* fired a shot at the church bell but hit the steeple instead. The cannonball stuck the steeple and could be seen until 1840 when the church was renovated and the steeple enlarged to handle a larger bell. Originally, their plan was to remove the cannonball but when they began to remove it, they realized the cannonball was enchanted to blow a hole into another dimension. It never exploded, but instead is sealing a small tear into the Abyss. Instead of removing the cannonball they built around it.

Reverend Ronald Lynn: This 60-year-old preacher has short, black frizzy hair that is starting to gray and blue eyes. He is aware of the cultists and the tunnel entrance. He has made a deal with them to leave the side door unlocked so that the cultists can use the entrance, and in return they agreed to

not feed him to the Deep Ones. He is terrified of the cultists and will not say anything about them. He will come off as humble and polite.

The only way Reverend Lynn will help the investigators is if they remove the cannonball. It has been sealing a hole for over 100 years, and he fears it will explode and open a rift into another world. If the investigators can complete the side mission "Key to the Abyss" then Rev. Lynn will help the investigators, telling them everything he knows regarding the cult and the basement entrance into the tunnel system. See the side mission at the back of this book.

## *Location 22*

### *John Tarr Store*

Founded In 1887, the John Tarr Store provides clothing and footwear for all needs, including specialty items of clothing people might need. If the investigators need any form of clothing, shoes, etc. while in Rockport, they can buy it here, and specialty items can be had quickly (1 to 2 days) for the right price.

Samuel Cox: Sam, or Sammy as his closest friends call him, is 5'9" with black skin, black hair, and brown eyes. He is a bit plump for his 25 years of age, is always optimistic, pleasant, and very well known. He is the best tailor in the city and people come from all over the county for his suits and clothes. He knows nothing of the cult. He has seen some strange things in the bay, but he doesn't swim so he doesn't go out onto the water.

## *Location 23*

### *Rockport Memorial Hall*

This red brick building is used as a place for

veterans to relax, plan events, and just get away from everyday life after the horrors of the war. The hall is a large room with a door at the back that leads to a living area. A small bar in the back left corner does not contain any liquor but has several types of tea, coffee, cigarettes, and cigars. Several comfortable chairs and couches are scattered about the hall. Paintings of men in uniform and battle scenes hang on the walls. The hall is maintained by Colonel Scott Hall, a WWI war hero. He lives in the back and keeps the place clean and stocked for veterans to come and relax. A Spot Hidden roll will allow someone to see that one of the battle paintings features Col. Hall leading soldiers in a charge. There is a basement



*Colonel  
Scott Hall*

where Hall has built a tunnel to connect with the other tunnels. It runs from the Memorial Hall basement to the tunnel area under the Congregational Church.

**Col. Scott Hall:** Col. Hall is very thin for his 6' height. He has leathered skin and short blonde and gray hair. He is in his mid-60s and smokes a long pipe. He walks with a cane thanks to a leg injury he suffered during the war. He led a successful invasion of Cuba during the Spanish-American War, and was instrumental in changing tactics used in WWI to stop using disastrous frontal assaults that caused so many deaths. His tactics as a Lt. Colonel during the 100-day offensive helped win WWI. He is considered a living hero by many. A History check will reveal this information. Colonel Hall is very friendly and plays down any praise of his war efforts as just doing his job.

**Col. Scott Hall**

STR 60 CON 70 SIZ 60 INT 70 POW 50 DEX 50  
APP 50 SAN 31 EDU 80 HP 13 MOVE 7 BUILD 0

Damage Bonus None Dodge 25%

Combat Pistol 65% (32/13) .45 Auto - Dam 1d10+2

Shotgun 55% (27/11) 12 gauge DB Dam 4d6/2d6

Skills: History (Military Tactics) 80%, Tracking 60%,

He knows much of the city's history, as he was raised and lived his whole life here with the exception of his military career. He knows of the cult and has started to investigate the tunnel system. He has explored from under the Congregational Church down to the police station, but that is the only branch he has investigated thus far. Each day after the investigators arrive in town, he will investigate a new branch. He will next go to T3 on the second day, T4 on the third, T5 on the fourth, T6 on the seventh, then T7 on

the eighth. There, he will be caught and put in a cage as a sacrifice. If the investigators go down in the tunnels, there is a chance they will run into the Colonel up till the point he is captured.

He will freely talk with the investigators unless they give him reason to suspect they are with the cult, in which case he won't talk to them at all. If the investigators pass a Persuade check, he will offer to help and join the investigators when they start to explore the tunnels. He has a .45 pistol and a double-barreled shotgun. He has figured out where each tunnel entrance ends by counting paces using a compass, then repeating this on the surface. There is a 10% chance the investigators will see the Colonel pacing steps up on the streets of Rockport.

If he sees a monster he will drop his weapon and run. If asked to plan an attack he will help the investigators develop a plan to defeat the Deep Ones or the Star Spawn or both.

## Location 24

### *Rockport Library*

The library is small but well stocked with newspapers going back over a century. A successful Library Use roll will find one of the following, depending on what the investigators are searching for. Each successful roll will find one article.

- Lighthouses: Handout 7, then Handout 8
- Congregational Church: Handout 9
- Red Barn: Handout 10
- Col. Hall or Memorial Hall: Handout 11
- The Witch House: Handout 12
- True Enlightenment: Handout 13 (Requires a successful roll with penalty dice)

There will be no results for anything else.



Stephen White: Stephen is 37 years old but acts like he is in his 20s and dresses in bright colors. He has red-orange hair and is 6' tall. He is very somber and always refers to himself in the third person. But if the Investigators indulge him, he can tell them about each one of the handouts except 13. He can find that, but it will take him until the next day.



## *Location 25*

### *Sandy Bay Café*

This café offers all the best breakfast, lunch, and light dinner meals an investigator probing into the fathomless unknowable could want. Like most businesses here, it is a small building. In the front

is a room with five tables and a large counter where food is served, and there is always freshly brewed tea and coffee available. Behind the counter is the kitchen, where Ron prepares food

At the back of the kitchen is a small staircase that leads upstairs to Evelyn and Ron's small apartment. It has a living room, bedroom, and small bathroom. There is nothing of value there. A second small door leads to a basement where they keep food stores and a cool room where they keep perishables. The kitchen itself has the standard assortment of cooking utensils, pots, pans, cutting boards, and other utensils.

Evelyn McGilcutty-Jones: This plump, 52-year-old woman with pinkish skin and silver hair is always bubbly and welcomes anyone into her café. She will remind anyone of a typical gossipy neighbor. Very curious and will ask questions of strangers if they are answering them. She is very opinionated, hates liquor, but loves smoking. She will often have one lit up in the back of the café. She knows about the cult, has seen them entering the Old Sloop at night, but figures to each their own. She will talk any visitor's ear off if given the chance. She can also be seen taking leftovers down to the painters after closing time.

If asked, she will say nothing exciting ever happens around here. She will mention the art thing going on. She will say the painters started coming a few months back, stay a few weeks, and then just leave during the night. She doesn't like some of the darker, more twisted paintings they do, claiming those people are a bunch of heathens. She does feel sorry for them. She is a twice-over widow but never married Ron, though they tell everyone they are married. She thinks it's

a curse and worries Ron will meet a similar fate as her two previous husbands if they tie the knot.

Ron Lynn: This 57-year-old has a slightly tan complexion with gray hair. He runs the kitchen and lets his wife do all the talking. He is rude and will almost never talk to anyone except in one-word sentences, unless his wife is threatened. He keeps a shotgun in the back for safety, though he has not used it in years. If anyone does threaten his wife, he will come out with the shotgun and demand they leave. If he is threatened, he will shoot, but won't risk hitting his wife

## *Location 26*

### *Rockport Art Association*

The Rockport Art Association has only recently opened. Craig O'Casey is the proprietor of the Association and a member of the cult, but knows almost nothing of the organization or its activities. His job is to keep the artists at Bearskin Neck fed and supplied with painting supplies. He hangs the better paintings, including his own, in the gallery to raise money to provide for the artists.

The front three-quarters of the store is full of paintings of the Red Barn, sailboats, lighthouses, etc. The back corner of the store has much darker paintings of monsters, pain, and death. Anyone looking at them must make a sanity roll 0/1. All the paintings are done by Craig O'Casey, people at Bearskin Neck, or people who have gone missing. Also, with a successful Spot Hidden check, the investigators will notice a pattern in every painting. In the nighttime paintings, the pattern is usually in the stars and relatively easy to spot, but once someone sees it, it's hard to not see the

pattern. An Astronomy check will verify that this is NOT a known constellation.

**\*\*Provide the investigators with Handout 14\*\***

This is, in fact, the constellation the Earth is in from the viewpoint of the planet the Star Spawn comes from. It is also the layout of the tunnel entrances around Rockport, which can be noticed with a successful Spot Hidden check from the top of one of the lighthouses, if they have seen the pattern in the artwork ahead of time. A special stone marker is on the top of each building where an entrance exists. It is also the final alignment needed to carry out Gabriel's plan.

Craig O'Casey: This rather strange-looking 44-year-old has black hair and is balding. He is very hot tempered and argumentative. His clothes are too small and usually spattered with paint. He has tortured dreams of planets, strange creatures, and death, all reflected in his paintings. If pushed to shove, he is a coward, but knows nothing of the tunnels or underground chapel. He sleeps in a small bedroom behind the Art Association. Paintings, including the front and back covers of this book, can be found there.

*Craig  
O'Casey*



## *Location 27*

### *Bearskin Neck*

This is a small stretch of land between Dock Square and the Bradley Wharf. Painters from all over the eastern seaboard come here to paint. Some are painting the Red Barn, others the light-houses, and others just boats and the sea. A survey of the paintings will reveal that while the painters aren't completely inept, they aren't professionals either. If an investigator makes an Art or Painting skill roll, they will know these people don't really know what they are doing with shading, light, and texturing. Any conversations with the artists will be like talking with someone who has no interest in conversation and is only being polite enough to answer. If asked why they are there, their response will be along the lines of

"I've always wanted to come up here and paint." or "this desire overcame me."

Howard Smith: Currently the best painter on the wharf. This 23-year-old man with light brown hair left his dairy farm in Pennsylvania to come paint

Stephanie Thompson: Stephanie is a 36-year-old woman with black hair and four children back home in Maryland. She only arrived yesterday, so she's only just started on her first painting.

Andrew Green: Andrew has been here the longest. This 45-year-old man is bald and has several paintings on the ground next to him. His paintings have gotten darker and darker as he suffers increasingly dark dreams every night. Andrew will be taken during the night and will be held in a cage in the Underground Temple after the investigators' first visit with the painters.





## *Location 28*

### *Bradley Brothers Ships and Fishing*

The Bradley Wharf is owned by Adam Alexander. Bradley Brothers Ships and Fishing is a rather small store where Adam rents out boats and sells fishing supplies. A counter divides the building in half. The walls are decorated with ship wheels, nets, and fishing gear.

One side of the counter has a bar that can be lifted to go from the front to the back of the counter. On the other end of the building, behind the counter, a trap door leads down into the tunnels to area T3.

Bradley Wharf was originally constructed in 1842 by John and Jim Bradley. Bradley Brothers Fishing and Shipping and its fishing shack were built directly onto the wharf. Later in the 1870s the wharf was extended, and they sold property on it. The wharf, business, and shack were passed down from the brothers to John's son, John Jr., in 1884. He passed it down to his son, Jim Bradley, in 1912. Jim lost the wharf, business, and fishing shack to Adam in 1915 in a card game. Jim Bradley left town soon after.

Investigators can rent a boat for \$1 for the day, and can get a pilot for \$1 more.

Adam Alexander: At 53, Adam is a very average 5'9", his short hair is gray, and always looks messy, and he has a beard and mustache. He wears a steel bracelet. He grew up in Rockport and never excelled at anything. He loves fishing, sailing, and working on boats, but ended up working in the quarries until that lucky day 6 years

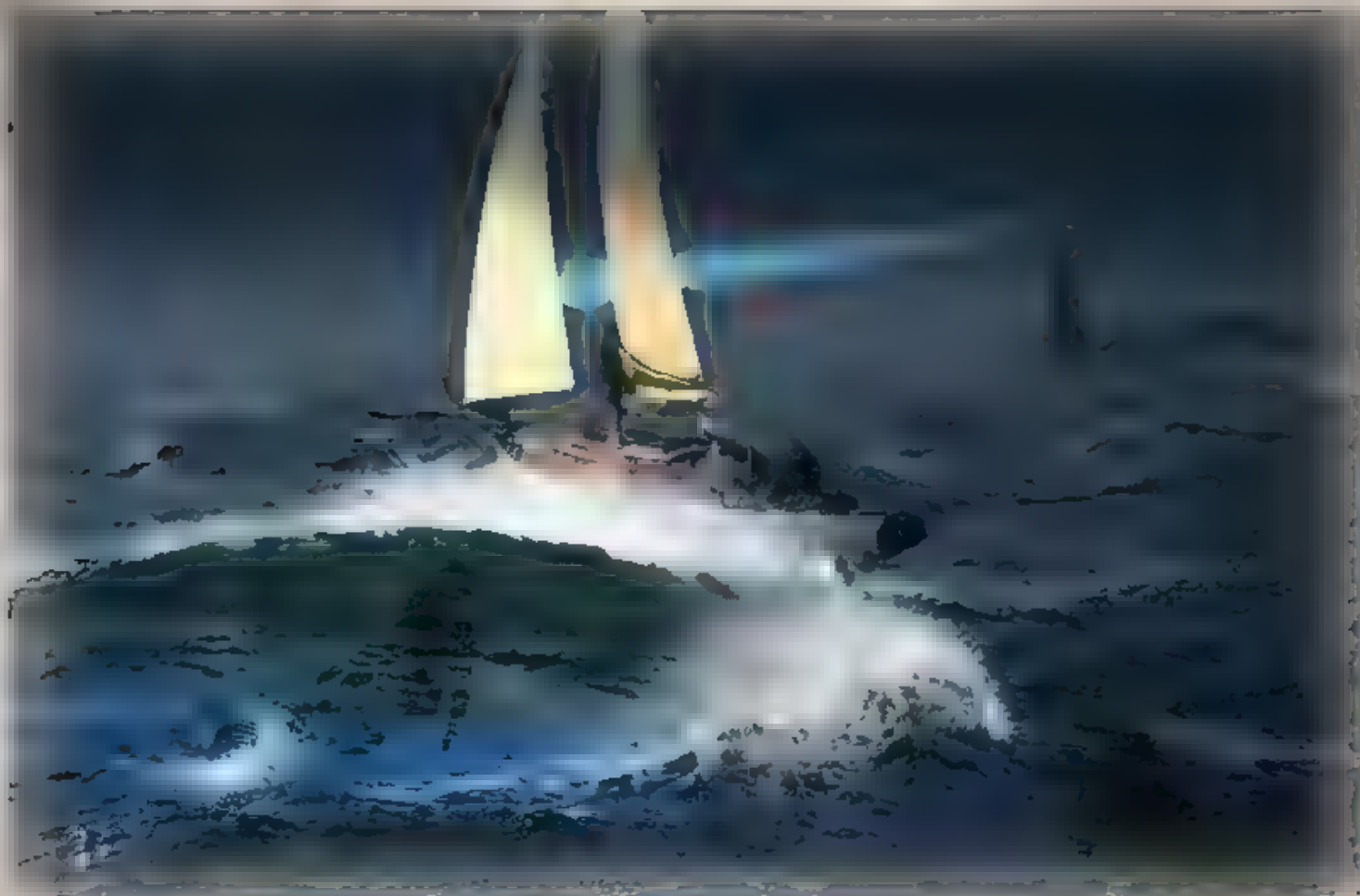
Adam  
Alexander



ago, when he won the wharf in a card game.

Since then he has turned it into a successful, honest business. He doesn't really want anything to do with the cult, but has been a member since his time working at the quarry, and it was the cult that set him up to win the wharf in the card game. He knows about the cult and the tunnels, but is a very low-ranking member

He is tired of the painters hanging out at Bearskin Neck. He knows the cult has charmed the Red Barn that he uses for a house. He doesn't mind them painting it, but they keep getting closer and closer and it's a continual battle to keep them away from his business and home. He is always very careful about what he says and will always try to be the peacemaker if he sees a conflict. Otherwise, he's generally disinterested in what



most people say or do.

If he sees the investigators loitering around the wharf or his home, he will grow angry with them and tell them they must stay back with the other painters. Once convinced they are not one of the mindless painters, he will ask what he can do for them. He doesn't mind telling people about the wharf or his building. He has seen the bronze plaque on the side of his wharf but has never bothered to read it, as it's always just been there. He will not let them into his home.

Eddie Guy: Eddie is a very laid back and experienced sailor despite being only 25 years old. He loves and lives to sail. His blonde hair is pulled back into a ponytail, and he wears shorts and a loose shirt that is only buttoned up half way. He

knows nothing of the cult, but has seen a lot of strange things on the seas. He's never had any encounters with the Deep Ones other than glimpses in the ocean.

If the investigators hire a boat captain for a trip to the lighthouses and tour of the bay, they will get Eddie. He is always very polite, and flirtatious with the ladies. If this is the investigators' first trip to the island, he will warn them of an impending storm. On the way back from the lighthouses, a storm will strike. The heavy winds and swells will keep the sailor busy managing his twin sail boat. At one point he will yell into the wind, "You won't catch me today, old witch!" If asked about it, he will tell his story:

*"The story goes that the old woman who lives at the witch house in Pigeon Cove would summon these freak storms to send sailors to their deaths. That some creatures living in a city under the water would catch them when they went into the water from their overturned boats. The creatures would then drag them down into the depths and sacrifice them to their dark gods."* He looks to see if he's getting a reaction. *"That the witch was in league with these underwater creatures. But it's just an old wives' tale."*

## *Location 29*

### *The Red Barn—Motif #1*

The Red Barn sits out on the end of Bradley Wharf. It is over 100 years old and has been used for different purposes over the years, but it currently serves as a home for Adam Alexander. The building has a couple of doors, but all are



locked, and several windows. Inside is nothing unusual, just general household goods and fishing and boating supplies. If the investigators look in through a window, it will look like a normal small messy home.

On the northeast side of the stone wharf is a bronze metal plate. At high tide, the plate is covered, but at low tide most of the plate can be seen. At any time, a Listen check can detect a slight metallic banging in sequence with the waves.





On the plate it says: 'Seekers Should Look Between the Cycl...'

The rest of the words are worn away. The investigators can make out the rest of the words with a successful Spot Hidden check. The complete inscription is: 'Seekers Should Look Between the Cyclops That Were Blinded for Blood'. If they try to check behind the plaque, it is just stone, nothing unusual.

**\*\*Provide investigators with Handouts 15 and 16 as appropriate\*\***



If Adam catches the investigators snooping around his home he will tell them that if they need a boat or gear he will be glad to sell it or rent it, but his home is private property.

On the south side of the wharf, a ladder leads down to a small rowboat. If an investigator gets into the boat and goes around to the north side, he or she gets a bonus die for the Spot Hidden check to read the full plaque.

## *Location 30*

### *Interstate Fish Corporation*

George Perkins owns this frozen storage facility, but has recently closed the doors. Sitting out at the end of the T Wharf across from the red barn, the business is just selling off the final frozen fish

in the building. George started the Interstate Fish Corporation believing frozen fish was the future and had high hopes for the business. But the business never took off. Perkins is out of town and the final sales are being handled by Miss Kindle Cimmerian.

It is possible for the investigators to freeze the Star Spawn in the freezing facility of this plant. They would have to lure it into the freezing chamber, which has only a single large door, seal it in, and then freeze it.

The freezer uses ammonia refrigerant. Using a proper Chemistry and Engineering roll, the investigators could build several portable freezing sprays using the refrigerant and portable fire extinguishers found here.

The freezing sprays will bypass armor and inflict 1d10+4 points of damage. Base chance to hit 40%. A portable extinguisher is good for two shots.

Kindle Cimmerian. This 26-year-old beauty is 5'3" tall, has dark skin, light brown hair, and dark blue eyes. She is managing the sell-off of the remaining inventory of frozen fish. Her upstairs office has a beautiful view overlooking the red barn and wharf. She is usually found there, reading detective novels. She is willing to work with the investigators, given enough attention.

Kindle knows nothing of the cult and while she has seen a few curious things, nothing has been enough to make her believe anything unusual is going on in town. She hates her job, since she often goes days without seeing anyone. She can often be found napping or drinking. Kindle is very lusty and will flirt with anyone, man or woman, who walks into the office. She has a reputation around town of being a floozy. She likes to say, "Let me kindle your flame."

## *Location 31*

### *Sandy Bay Bakery*

This bakery makes a wide assortment of bread, rolls, sweet rolls, cakes, and cupcakes. It is famous for its donuts. But Zach has gone one step beyond the standard round cake with a hole punched in it—he has added a sweet topping on the donut he calls a glaze, obviously a reference to his own last name. The bakery has a small front store area with a large glass case in the front to display his baked goods for the day. Behind the counter is the kitchen where Zach does all his cooking. Upstairs is a living area for Zach.



Zach Glazer: At 5'8" and a thin build, Zach isn't very imposing for a 32 year old. He has bronze

skin and blonde hair, and would normally be very good looking if not for the thin coat of flour on his face. He loves to bake and is almost always wearing a white smock and chef hat. He can often be spotted giving baked goods to the painters down at Bearskin Neck. He is generous, but the cult is paying him to feed the painters. While he is considered a member of the cult, he hasn't attended a meeting. He knows they meet at the Pigeon Cove Chapel. He was recruited by Rev. Sardonicus. He does not know about the tunnels or the underground chapel.

Richard is very pessimistic, as he blames the fog lingering in town for any imperfections in his baking. He also thinks the cult is going to bring about the end the world soon

## *Location 32*

### *Rockport Theatre*

This small theatre opened in 1919 by Kevin and Deandre Wright. It has featured several plays from 2nd Avenue and off-Broadway acts, including vaudeville acts. All of their plays tend to be several years old. An operetta by the name of *The Firefly* by Rudolf Friml is currently showing. The show is about a street singer from New York who travels to Bermuda and become a grand opera diva.

The small theatre holds about 130 people, 80 in the lower seating, 30 in the balcony, and another 20 in 4 private box seat balconies.

Kevin Wright: Kevin is 5'10" tall and fancies himself as a great director, but just can never get any decent actors to play around his wife. His wife Deandre plays the lead female character in every play. They play to an almost packed house every

night, but with the fog rolling in for the last week, his audiences have been dwindling. Kevin came from money, but he is going through it fast trying to keep the theatre running.

Deandre Wright: At 5'2" tall, thin, busty and beautiful, Deandre is one of the original spoiled divas in theatre. Everything has to be exactly how she likes it, and she is doing anyone a favor by even speaking to them. The only time she isn't acting like a snobbish prude is when she is acting on stage or when participating in activities with the cult.

The Wrights are upper members of the cult, mainly because of the money they bring into the cult. Rev Sardonicus is always careful to make sure they play an important role in any ceremonies the cult carries out. They are aware of everyone who is in the cult, their roles, and what happened with the summoning the week before. Up to that point, they had not really believed in what Gabriel was trying to do, but since seeing the reality of what's going on has made them fervent believers

Deandre will never give up their information on the cult, but Kevin will if Deandre is seriously threatened.

### *Location 33*

#### *Tuck Upholstery*

This small business specializes in cleaning and upholstering furniture and rugs. The cult also uses it to have their robes cleaned.

Maurine Daugherty: This 22-year-old blue-eyed beauty will catch most people's eye. She is thin and fair skinned. She loves science and will spend time with anyone willing to talk science with her.

She is a junior member of the cult, but a very weak link. She is a terrible liar—anyone using a Psychology test on her gains a bonus dice to tell if she is lying. If threatened, there is an 80% chance she will tell everything she knows.

She knows of the cult, the tunnels, the entrance at the Old Sloop, the underground chapel, and the meetings at the Pigeon Cove Chapel. She knows the statue is in the underground chapel. She also knows they summoned a creature she heard called a Star Spawn. She knows the artists at Bearskin Neck are being used as sacrifices to the creature.

### *Location 34*

#### *224 School Street*

#### *Home of Nash Philburton*

This home is of the typical architecture of the period. It is sparsely decorated. The investigators would normally not come here unless they have received the note from Nash to come to his home at 7:30 the evening they talk to him at the Town Hall. Unfortunately for Nash, a cult member witnessed Nash passing the note. If the investigators arrive early, they will interrupt two cult members torturing Nash for the information he was planning to give them. A successful First Aid or Medicine check at this point can save his life, and he will give them the note and all the information in his research room

If the investigators arrive at his house at 7:20 or later, they will hear a yell from inside the house. Nash will be dead at this point. The two cultists in the room will flee when the investigators enter the house no matter the time. Investigators can get one shot off on the perpetrators as they flee



the house. If they are chased they will head west, cutting through the crowd as they exit the Rockport Theatre (Location 32) and then into the Old Sloop (Location 21) before entering the tunnels to escape. If one is wounded badly, the other is likely to slit his throat to keep him from being taken alive.

In his dying act, Nash will draw an arrow out of blood toward one kitchen cabinet. Under the cabinet is a small secret compartment in which he keeps a list of known cultists:

Justice Gordan, Adam Alexander, Craig O'Casey Michel Foisy, Rebecca Wood, Jack Sardonicus, Raven Alexis, and Gabriel Rahn.

If Nash lives, he will give them everything he has on the cult. If he dies, they will have a short period of time to search his research room upstairs before the police arrive. If the investigators are there when the police arrive, the investigators will be arrested for murder. If they

are seen fleeing the scene, they will be wanted by the police

The research room is a mess, but a successful difficult Spot Hidden roll will find the following notes:

- Most quarry miners have fled the city.
- The fog rolling in has coincided with the falling star on August 9.
- The number of people drowning or dying of accidents has far exceeded community norms.
- Monsters in the bay have been dismissed by the police; believe they are in on it.
- Records indicating a large excavation and supplies ordered over the last few decades stretching back to the mid-1800s indicate a hidden, well-funded project to build hidden buildings or tunnels.
- Pigeon Cove Chapel has been removed from the list of registered churches at Town Hall.

224 School  
Street



## *Location 35*

### *Parrish Cemetery*

The Parrish Cemetery sits on Beach Street and overlooks Sandy Bay. There is an entrance into the tunnel system (Location T4) in a mausoleum with the name Thomas Prang. The cult conducts some of their rituals here, and on occasion residual magic brings forth a zombie from the graveyard. The cemetery is cared for by Brent Collins, though most people call him Lump.

Brent Collins (Lump): Lump is a very big 41-year-old man. He stands a very muscular 6'4" with dark skin, long brown hair, and brown eyes. He is often mistaken as black, but claims he is not. He presents himself as crude, harsh, and uncivilized to anyone he isn't friends with, which for now is everyone. He is fully aware of the cult, but most of the cult members are afraid of him. He also knows about the tunnel entrance, but has never gone down into the tunnels. His favorite weapon is a sharpened shovel he uses to dispatch zombies that pop up in his cemetery. If he does see the cult members doing something, he is most likely to leave them be. If the investigators get past his unpleasant nature and befriend him, he will become a valuable ally and will help the investigators out.

#### **Brent "Lump" Collins**

**STR 80 CON 70 SIZ 70 INT 55 POW 60 DEX 60**  
**APP 40 SAN 55 EDU 40 HP 14 MOVE 8 BUILD 1**

**Damage Bonus +1d4**

**Combat Brawl 50% (25/10) Dam 1d3+D8**

**Fighting (shovel) 60% (30/12) Dam 1d8+D8**

**Skills: History (Rockport) 70%, Occult 30%**

**Stealth 50%, Survival 40%**

## *Location 36*

### *Sandy Bay Rock Island*

This small island has nothing on it, except a metal plate bolted on in the last week. There is also a small entrance that leads to a small cave and a watertight door. Even at high tide, the ocean won't go above the tunnel entrance. Waves crashing in will enter the tunnel. The Deep Ones use this entrance to enter and leave the ocean without being seen. The entrance is too small for the Star Spawn to enter and exit—it can only get in and out of the caves through the quarry entrance.

## *Location 37*

### *Fisherman's Wharf*

This isn't a building so much as just a location behind the stores on Main Street. A large fishing boat will be tied to the wharf, and the captain and first mate can be found here. The ship has two harpoon launchers, one in the bow of the boat and one on the aft end. There are several rod holders for fishing poles along the sides of the boat. The investigators can rent the boat for \$2 per day to go fishing.

Captain Chase Street: The captain has lived on the water as long as he can remember. He grew up on ships, whaling, fishing, and hunting. He has been hunting Deep Ones for years, and has tracked some of them to this harbor. He will help the investigators by supplying them with harpoons if a Persuade test is passed and they explain why they need them. Harpoons were designed to get past the kind of fat and blubber that make up the Star Spawn's tough hide. If a harpoon successfully hits the Star Spawn, ignore its armor. If Captain Street



*Captain  
Chase  
Street*

is asked why he has a harpoon launcher on the front and back he answers, "One is for when you be doin' the chasin', and one for when you be da one chased." The captain is a sea-weathered man who doesn't take lip from anyone, but if plied with a few drinks he will tell wild stories of sea monsters

**Captain Chase Street**

STR 70 CON 70 SIZ 60 INT 50 POW 60 DEX 50  
APP 40 SAN 15 EDU 40 HP 13 MOVE 8 BUILD 1

Damage Bonus: +1d4 Dodge 25%

Combat: Brawl 60% (30/12) Dam 1d3+D8

Knife 50% (25/10) Dam 1d4+2+D8

Harpoon Launcher 50% (25/10) Dam 2d10+2

Skills: Navigate 70%; Survival 40%; Spot Hidden 60%.

Swim 70%; Pilot (Boat) 90%; Craft (Knot Tying) 80%

**Daniel Klaminder**

STR 65 CON 70 SIZ 55 INT 70 POW 50 DEX 70  
APP 60 SAN 50 EDU 50 HP 12 MOVE 9 BUILD 0

Damage Bonus: None Dodge 50%

Combat: Brawl 40% (20/8) Dam 1d3

Rifle 45% (22/9) .30-06 Bolt Action - Dam 2d6+4

Skills: Throw 70% (35/14) Harpoon, Swim 70%; Craft (Knots) 70%; Pilot (Boat) 40%; Navigate 40%

Daniel Klaminder: Daniel is the first mate. A strapping 24-year-old man with tan skin and brown hair, he looks natural on a boat. He has

been with Captain Street for 6 years and would never betray him, since the captain has saved his life at least three times. Daniel has also seen a lot of the mythos, but not nearly as much as the captain. If people question the captain's sanity, Daniel will assure them he is very much sane

## *Location 38 Straitsmouth Island*

This small island is just off the coast of Rockport, and has a 37' lighthouse on the east coast. A small house on the island is occupied by the lighthouse keeper, Rolf Halverson. There is really nothing special on the island, but if the Investigators go to the lookout platform on this lighthouse a standard Spot Hidden check will identify the metal plates on the tunnel entrance buildings in Rockport.

Rolf Halverson: Rolf is 53 years old, silver haired, slightly overweight, with pale skin. A loner, he loves the sea and jumped at the chance to live out his final years alone out on the island.

## *Location 39 Rockport Report*

The Rockport Report is a small one-page newspaper that is published every week, depending on how busy the town is. A copy will be delivered to the Woods House (Location 5), Library (Location 24), and drug store (Location 11) in the mornings they are printed. The main stories printed the day the investigators arrive are of the fog and the missing person ads.

Sean Taylor: This 32-year-old man is the newsman for the town. His printing facilities are archaic. He is well aware of the cult but will refuse to talk about them and accepts and prints whatever story the police give him to print.





# Upper Tunnels

Except as noted, all the tunnels are the same. The main chambers are roughly circular, about 20' in diameter and 20' tall. A ladder leads out of each of the main chambers, through a trapdoor, to the building above. Carved into the floor of each chamber is a large occult symbol. Some of these are covered in water and so cannot be seen. These chambers represent the alignment in which the Star Spawn must be arranged to summon Cthulhu. The floors are laid granite squares. The walls are all brick.

The passages between the chambers are 10' wide and 10' high — a tight but adequate fit for a Star Spawn.

**T1** – This chamber is below the sheriff's office and is dry. There is only one passage leading out of this room to T2.

**T2** – This chamber is below the Congregational Church. It is covered by about an inch of sea water. There are three passages out of this room. The first goes to T1, the second to T3, and the last to T4. There is also a hidden door in this chamber that leads to the secret tunnel from the basement of the Memorial Hall created by Col. Hall. The cultists only pass through here as they make their way toward the chapel, so no one has noticed it yet. If the investigators are looking around and make a Spot Hidden check, they will see it.

**T3** – This chamber is below Bailey Bro's Ships and Fishing and is covered in half an inch of water. It has only one passageway out, leading to T2

**T4** - The chamber below the cemetery is slightly larger than the rest and is 25' in diameter. The floor is covered in almost 2" of water. There are

three passageways out: one to T2, one to T5, and one to T6. If the investigators kill all the Deep Ones and try to escape via the tunnels, the cult will attempt to engage them in this room, having some come from T2 and some from the graveyard down onto them.

**T5** – This chamber is below the railroad station but has not been used in years except for performing the ritual recently. The cultists don't yet trust Rebecca with the tunnel system and underground chapel. The floor is dry and only has the one passageway, leading to T4.

**T6** – This chamber is below the small unnamed island in Sandy Bay. The ladder is rusted and corroded by water leaking down from the hatch. The water is about 3" deep at this location. The small hatch can be, and usually is, locked from the underside. The hatch leads to a small cave, which allows entrance to the bay without being seen from the main beach.

This entrance is how the Deep Ones move back and forth from their pools in the main temple to the ocean. Even at high tide the cave is not flooded, so there is never the threat of opening the hatch and flooding the tunnels. There are two passages leading from here, one to T4 and the other to T7. The tunnel to T7 slopes up sharply

**T7** – This chamber is below the Rockport Granite Company and is dry. There are three passages out: the first leads to T6, the second to T8, and the last to T9

**T8** – This chamber is below the Pigeon Cove Chapel and is dry. It has only the one passage to T7. The trapdoor up to the basement of the





chapel is locked from the top. A Resistance roll versus Strength 80 will break the lock.

**Passageway from T7 to T9** – This tunnel is full of old crates and boxes. If the investigators are quiet and listening, then with a successful Listen test they will hear something moving around among the crates and boxes. If not, then the Deep One with a spear will surprise them. Due to the boxes, only one person can get into hand to hand combat with the Deep One at a time, or get a clear shot at him.



**T9 - The Underground Chapel** – This large room is mostly a natural cavern, but some of it has been carved by hand. It is 30' tall. There are two tunnels leading out of this room, one leading to T7 around the middle of the south wall, and one leading to the underwater tunnel on the west wall.

On the east wall is a 25'-tall statue that looks like the small statue the investigators are looking for. On the south wall are five locked cages. There are three people locked in the cages. The cages are 3' cubes and hold a middle-aged man, a middle-aged woman, and a younger woman in her early 20s (see details below). There are four pools in the cave, each about 10' in diameter, spread around the room. These are where the three Deep Ones and the Star Spawn live.

In the center of the cavern is a pit about 15' in diameter. Across the pit is a large bar wrapped in chain with a crank on one end. At the end of the chain is a pair of blood-stained manacles used for lowering victims down into the pit. The pit drops down to LT-1, below.

On the north wall there are large letters carved into the rock that read, "Ep'hai gof'nn kadishtu'agi uinsll'ha Cthulhu na'fhtagn ep'yarnog."

This translates to "When the children are aligned and call to Him, Cthulhu will awaken and His time will come."

Three Deep Ones with spears will attack, two from the water pools and one from the hall. If the investigators already encountered the Deep One in the passageway, then there will only be two here.

**Deep One Hybrid** – Rev. Michael Thomas. After escaping from prison, the reverend took shelter here and told Gabriel of the statue in his chapel in Boston. With help from the Deep Ones and Gabriel, they transformed Michael into a Deep One Hybrid. He retained his human face on the Deep One's Body, so if the investigators ran into Rev. Thomas in The Haunting, they may have to



make a Sanity test for the Hybrid and for seeing that someone they thought dead is alive. The reverend knows two spells he can cast.

### Spells:

Breath of the Deep: LoS, 1d6 sanity, 1d8 magic points, POW Resistance (85 vs target POW), if caster passes the test, target's lungs fill with water, follow rules for drowning pg.124. If target survives after 1d6 rounds, then water dissipates.

'alta spirare'

Grasp Of Cthulhu: 30', 1d6 sanity, 1d6 magic points per round, per person. POW resistance vs each target individually (85 vs each target) Each round a target is held, lose (1d10\*5) strength points, if they drop to 0 strength they fall unconscious. Recover 5 strength points per hour.

'Occupo Prehendo Habitum Cthulhu Telum'

Roy Collins: Roy is 45-years-old and is wearing only some ragged pants and a torn white shirt. He has been here the longest and is scheduled to be sacrificed next. He can tell the investigators that David Babson was sacrificed a couple days earlier after he was caught sneaking around. Roy is quite insane at this point. Will laugh a lot and talk about how everyone is going to die

Betty Jones: Betty is 40-years-old and wearing only an old torn dress. She was brought here after Roy and still has paint on her hands. She will be crying, just wanting to go home.

Joyce Walker: Joyce is 22-years-old and will scream if anyone comes near her cage. She is terrified, as she just arrived and doesn't understand what is going on. She is covered in paint. She is a student at Arkham University and wants to just go back there, where things are

normal. She is wearing a nice floral dress.

If armed, only Joyce will fight. Betty will just drop the weapon, and Roy will attack the nearest person or thing to him. He is having delusions, so sees everyone as the enemy.

If the investigators visited Bearskin Neck and took more than a day before they entered the chapel, then replace Roy with Andrew Green, then Betty with Stephanie Thompson, then Joyce with Howard Smith. If the investigators are in town long enough for Col. Hall to be captured, they will find him down here.

#### Deep Ones

STR 70 CON 50 SIZ 80 INT 65 POW 50 DEX 50

HP 13 MOVE 8/10 Swimming BUILD 1

Damage Bonus: +1d4 Dodge 25%

Attacks: 1 (claws) 45% (22/9) Dam 1d6+DB

Armor: 1 Sanity Loss: 0/1d6

#### Rev. Michael Thomas (Hybrid)

STR 65 CON 65 SIZ 50 INT 80 POW 85 DEX 60 APP 35

SAN 0 EDU 80 HP 11 MOVE 8 BUILD 0 MP 17

Damage Bonus: None Dodge 30%

Attacks: 1 Sword 80% (40/16) Dam 1d8+2+DB

Armor: 0 Sanity Loss: 1/1d6

Spells: Breath of the Deep One, Grasp of Cthulhu

#### Joyce Walker

STR 40 CON 40 SIZ 40 INT 50 POW 40 DEX 60

APP 80 SAN 15 EDU 70 HP 8 MOVE 8 BUILD 0

Damage Bonus: None Dodge 30%

Combat: Handgun 30% (15/6) Dam: weapon type

#### Roy Collins

STR 50 CON 60 SIZ 60 INT 50 POW 40 DEX 50

APP 50 SAN 0 EDU 65 HP 12 MOVE 7 BUILD 0

Damage Bonus: None Dodge 25%

Combat: Brawl 40% (20/8) Dam 1d3+DB

Knife 40% (20/8) Dam 1d4+DB

Handgun 40% (20/8) Dam: weapon type

Shotgun 40% (20/8) Dam: weapon type



## Lower Tunnels

The lower tunnels are much larger than the upper tunnels. The lower tunnels are 20' high and 15' wide. There are only four rooms. A yellow gas drifts throughout the lower tunnels. This is a fluorine mixture with other elements. It is not fatal, but long-term exposure will lead to breathing issues. The mixture is not volatile. This gas is there to help replicate the Star Spawn's native environment.

Investigators that spend more than 30 minutes breathing in the gas will suffer a penalty die on all skill checks; if spending over an hour in the gas, increase skill difficulties by two steps. While the gas is not volatile, the three tanks supplying the gas mixture can be destroyed by dynamite or other explosives (perhaps dropped from the pit, above). The gas will take about 8 hours to dissipate enough to no longer be hazardous to the investigators.

**LT-1.** This is the area directly below the pit and the center of the lower tunnel system. The area is 30' in diameter and is 40' high. Three passageways lead away from here: LT-2, LT-3, and LT-4. A 15'-diameter tunnel in the ceiling leads up to T9, above. There are three large, unmarked tanks here. A yellow gas oozes from each tank to spread

throughout the lower tunnels.

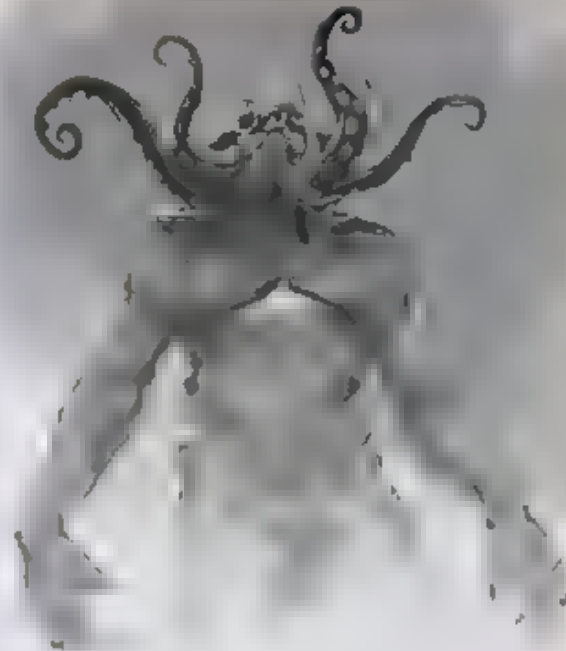
The floor is covered in the remains of the sacrifices made over the last week. This provides a bit of cushion for anyone who might accidentally fall into the pit, allowing them a Luck save to not die from the fall. Once they realize what they've fallen onto, or lowered onto, a Sanity 0/1d3 check must be made

**LT-2:** This 100'-long tunnel from LT-1 leads down

to this 30' roughly diameter chamber containing a large pool of water. The water is warm due to a natural magma bed only 20' below the natural spring. The water is extremely clear and if the investigators shine their lights into the water can see the bottom and a few small sightless white fish swimming in the pool. The Star Spawn uses this room for bathing

and drinking. There is a 30% chance the Star Spawn is in this room if the investigators descend into the pit

**LT-3:** This 80' tunnel resembles a dead end rather than a tunnel. This tunnel was, in fact, not completed. The Star Spawn uses this for waste, mostly parts of the human body the Star Spawn cannot digest. As the investigators approach the room, they will be overwhelmed with the stench.





Lower Tunnels

All investigators must pass a Constitution test or be forced to retreat back to T-1. If the refuse pile is searched, the investigators will find seven skeletal remains within. If the Star Spawn has gone on its rampage, there will be closer to 20 remains. There is a 20% chance the Star Spawn is in this room if the investigators descend into the lower tunnels.

**LT-4.** This 100' tunnel leads to the Star Spawn's main living area. This non-Euclidean shaped room is almost 100' from one end to the other, but due to the non-standard angles, alcoves, and corners, it would be almost impossible to measure. There is a 3' diameter hole bored up and out to the surface. If someone stands at the center stone and looks up the tunnel at a certain time, the home

star of the Star Spawns can be seen. There is a 50% chance the Star Spawn will be in this room, in one of the alcoves, when the investigators enter, and thus will not be visible.

In the middle of the room the 2'-tall statue sits on a pedestal. Light shines down on it from the surface, giving the illusion that the statue is 20' tall. It will shimmer and fade in and out. As the investigators draw closer it will shrink down to the 2' tall statue.

Due to the architecture of the room, echoes will reverberate around and stay in the room for days. Even if the Star Spawn is not in the room, a successful Listen test will allow the investigators to hear a rustling, sliding noise of flesh sliding against stone and a faint whisper of "help me."

#### Star Spawn

STR 240 CON 130 SIZ 400 INT 90 POW 90 DEX 40 HP 78 MOVE 12 BUILD 8 Damage Bonus 7d6 Dodge 26%

Attacks per round 4—Attack with tentacles up to 30 feet away or claws within 15 feet. Damage = DB (7d6)

If he hits with his claw he has grasped the target.

Armor 10-point hide and blubber

Regenerates 3 hit points per round

Sanity Loss: 1d6 / 1d20





## Reference Section

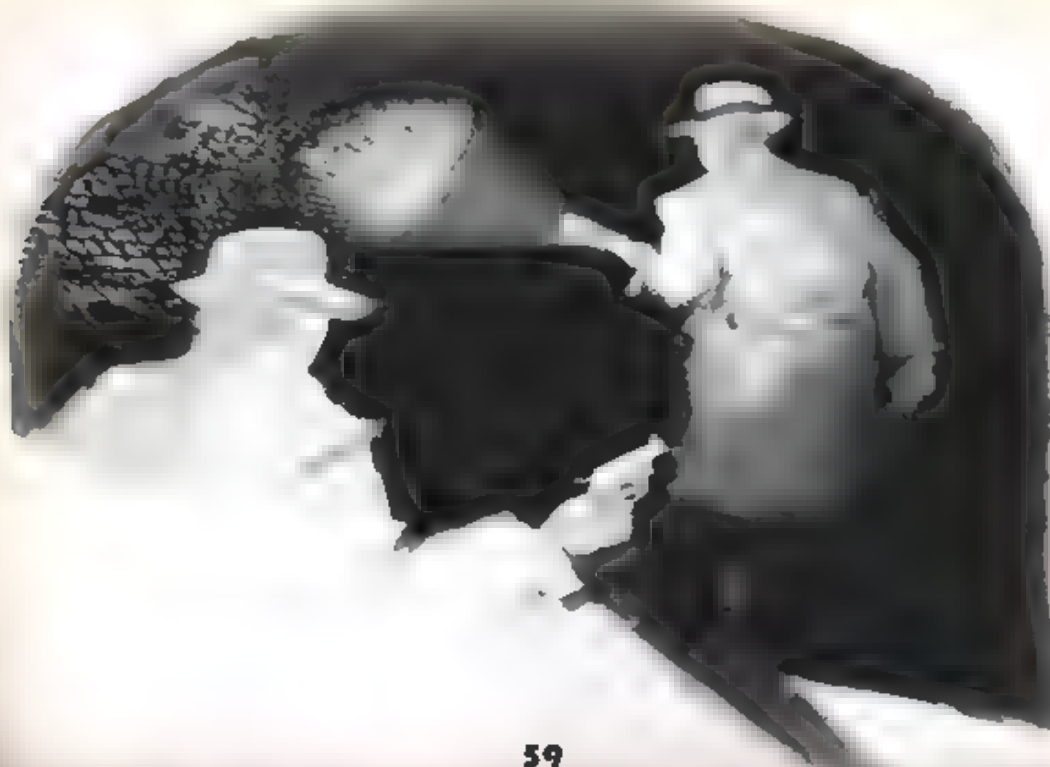
### *Notes on 'Running the Star on the Shore'*

'The Star on the Shore' is a true sandbox adventure of a city. There is no specific path for the players to follow. While there is a beginning and an end, there are several ways to defeat the module and be successful. Before running the module, the keeper needs to be familiar with the entire module.

There are several encounters with people who know different parts of the history of the city and what is going on. Each NPC should only provide one or two pieces of information at most. NPCs generally fall into four categories.

- The first knows nothing of the cult and doesn't want to know. Any questions or statements about the cult will be met with skepticism and disbelief.
- The second group knows about the cult and is terrified of them. They will refuse to talk about anything related to them, and will believe the investigators are working with the cult. It will take one or more Persuade or Fast Talk tests before they will talk about what they know.
- The third and smallest group knows about the cult and is willing to help. But again, they will take convincing that the investigators are there to stop the cult.
- The final group is the cult members themselves. They will act the same as group one, denying it and scoffing at such ridiculous rumors. Some have different knowledge levels of who is in the cult, only senior members know of the underground chapel and the Star Spawn, and some cultists will be part of the Cult Combat close to the end of the module. Any cultists who are supposed to be part of the combat, but have already been removed from the game, will leave the cultists shorthanded.

Note that enemy NPC blocks are colored orange, NPCs that will help are green, and neutral ones are yellow.



Please be aware of the time of day as the module unfolds. The churches are full on Sunday morning and Wednesday night. Certain businesses, such as the Town Hall, are closed on weekends. Certain events will occur normally as time passes such as the investigators having dreams every night. Other events will only occur when the investigators perform certain actions or go to certain areas. Refer to the Events chart at the back of the module for more details on when events occur.

## Events

- Each day, Col. Hall explores more of the tunnels until he disappears (Location 23).
- Each night, the investigators all have the same dream. A different dream each night for three nights.
- The first time the investigators travel to Thacher Island, a storm will blow in while they are at the island.
- The night after the investigators speak with Andrew Green (Location 27) he will disappear. If the investigators are paying attention, they may notice that a different artist will disappear each night and a new artist will arrive each day to paint at Bearskin Neck.
- The night the investigators are supposed to meet Nash Philburton (Location 19) at his home (Location 34) he will be attacked by two cultists.
- If the investigators enter the underground chapel, they will be attacked by the Deep One Hybrid (Rev. Thomas) and two Deep Ones. If they get there without going through the hall

from T7 there will be a third Deep One.

- After the Deep Ones are killed, Gabriel and Shadowz will hunt down the investigators and attack. The size of the attack party will depend on the number of investigators still alive at this point.
- If Gabriel is defeated, whether he escapes or not, he will release the Star Spawn from its bindings. It will leave the pit, exit via the quarry, and come up Beach Street, bringing destruction. 95% of the citizens will flee the city. The remaining citizens will hold a final showdown against the beast. If the investigators are in town, they may join in. In this fight, the police chief and deputies will be killed as well as most others. The Star Spawn will be injured enough to retreat back to its pit to regenerate and heal. The only people left in town who could help are Christina Smith (Location 3), Col. Hall (Location 23), Cindy Alvarez (Location 16), and Alan Douglas (Location 17).



## Dreams

The investigators will share one dream each night after they have arrived at the city, even if they leave the city.

**Dream 1:** *A strange figure rises out of the sea. It reminds you of the statue that was stolen from the chapel. Tentacles flailing, black wings stretch as it launches into the air, soaring over the sea. It approaches the two lighthouses on the island, a mere mile from where you slumber. The lighthouses swing their great lights at the beast, but it evades the beams and swoops close between the two towers. A great claw reaches out and smashes through uppermost portion of one of the lighthouses, crumpling through the roof and shattering the light. Smoke rises from the beast's claw as it tears back into the darkness.*

*The surviving lighthouse darts its searchlight about the sky, seeking out the monster. The beast dives out of the darkness again. The lighthouse swings its light around with incredible speed, forcing the beast to swerve lower than intended, and it crashes into the base of the lighthouse. Stone and steel and glass screeching and shattering as the tower topples to the ground, burying both light and beast in tons of massive stone.*

*Before the dust can settle, a massive wave crashes over the tableau. As the frothing water drains away, only the shattered remnants of the lighthouses remain.*

**Dream 2:** *You soar and see multitudes of flies. Around you, the others fly in seemingly random circles of darkness. Far below, gossamer webs sparkle in the starlight. Something twitches, just for a moment, and you lazily drop down and*

*down, arcing in toward a drop of water that has shaken the web. Light scatters through the water drop to splash in brilliant hues across the web, the only color in your field of view. Then – a stinging agony! In an instant, you're among the indescent threads. Your wings beat furiously, uselessly, straining and tearing, your struggles only serving to wrap you up further. You thrash...and multitudes of legs creep from the darkness.*

**Dream 3:** *You stand holding a candle that struggles to illuminate even your own shivering body. The darkness presses against the flickering light as though working to extinguish it. You step forward and nearly collide with a corner of stone that juts toward you, and you realize the room is fashioned from a geometry completely alien to you. Something rustles in the darkness to your left, but when you turn to look, you find only the bizarre angles and planes of the room. A chill runs up your back as hear movement again, this time something low to the floor, something slithering among loose rocks, and the hairs on the back of your neck stand at attention. Out of the darkness, so quiet that you feel it more than hear it, as though stone scraping on bone, a voice rasps, "help...me..."*

If the players stay longer than three nights, you can start repeating the dreams or add your own. Some different options are:

- The story at the beginning of the book
- Bits of the history of the cult.
- Ancient history of those who originally carved the statues.
- The power they will have if they join and help the cult instead of fighting them.



## The Cultists

- Gabriel Rahn\* (Location 14, pg. 28)  
Leader of the Cult
- Raven "Shadowz" Alexis\* (Location 14, pg. 28)  
Gabriel's mistress
- Chief Corey Studdard (Location 1, pg. 17)  
Police Chief
- Officer Michael Wild (Location 1, pg. 16)  
Policeman
- Rev. Jack Sardonicus (Location 14, pg. 27)  
Pastor at Pigeon Cove Chapel
- Justice Gordan\* (Location 7, pg. 24)  
Manager Rockport Granite Company
- Neil McCarth\*\* (Location 9, pg. 25)  
Foreman Quarry #2
- J. Pekka Myllyluoma\* (Location 10, pg. 25)  
Foreman Quarry #3
- Ryan Grimsley \*\* (Location 7-9, pg. 24)  
Nightwatchman
- Michel Foisy\* (Location 13, pg. 27)  
Barber
- Cindy Alvarez (Location 16, pg. 27)  
Witch at the Witch House
- Majorie "Wolf" Osteen\* (Location 18, pg. 32)  
Postmaster at the Post office
- Craig O'Casey (Location 26, pg. 39)  
Art Dealer—Artist
- Adam Alexander (Location 28, pg. 41)  
Owner Bradley Bros. and Red Barn
- Rebecca Wood (Location 4, pg. 18)  
Operates Train Depot
- Zach Glazer (Location 31, pg. 45)  
Baker
- Kevin Wright\* (Location 32, pg. 45)  
Owner Rockport Theatre, Actor
- Deandre Wright (Location 32, pg. 46)  
Owner Rockport Theatre, Actress



- Maurine Daugherty\* (Location 33, pg. 46)  
Owner Tuck Upholstery and Cleaning

\* - Indicates they will be in the cultist attack listed as an event if the investigators kill the Deep Ones.

\*\* - Indicates that NPC will also be one of the two cultists that attack Nash Philburton in Location 34 as well as the main attack.

Use this stat block for any cultists that does not have their own

### Generic Cultist

STR 55 CON 55 SIZ 66 INT 65 POW 55 DEX 55  
APP 55 SAN 35 EDU 50 HP 12 MOVE 7 BUILD 0  
Damage Bonus: None  
Combat: Brawl 30% (15/6) Dam: 1d3  
Sword 35% (17/7) Dam: 1d8+1

# Spells

- Grasp Of Cthulhu 30', 1d6 sanity, 1d6 magic points per round per person being grasped. POW resistance vs each target individually. Each round a target may make another resistance check. The target will lose (1d10 \*5) strength points each round they fail; if the target drops to zero strength, they fall unconscious. Recover 5 points of strength per hour after the spell has ended.
- Breath of the Deep Line of Sight, 1d6 sanity, 1d8 magic points, POW Resistance (caster verse target), if the caster is successful, the targets lungs fill with water. Follow the rules for drowning on pg.124 of the main rule book. If the target is alive after 1d6 rounds, the spell ends and the water drains from his lungs.
- Summon Spirit Animal 1 mile per POW, 1 sanity, 1d3 magic points per 10 minutes. When this spell is first cast, the Keeper should secretly select the caster's spirit animal. If there is a proper animal within range, the strongest and smartest of that species will seek the caster out, if it can. Once the caster has bonded with their spirit animal, they may never bond with another. The spirit animal can only be called if the caster is within range of the animal. The more often this spell is cast, the more powerful it becomes. The spirit animal will never attack the caster, but will defend itself if the caster or anyone threatens it.
- 1st Casting Bond with the animal. Minimum 30 minutes. Longer depending on the animal and whether it is accustomed to people.
- 2nd Casting. Caster may give simple commands the spirit animal can carry out.
- 6th Casting. Caster may communicate with the animal (Sanity cost is now 1d3 pts.)
- 10th Casting: Caster may see through the eyes of the animal when he or she concentrates. (Sanity cost is now 1d6 points)
- 20th Casting. Caster may have spirit animal control other similar animals, but magic points increases to 2d3 per 10 minutes to do so.
- Contact Star Spawn. As per rulebook, but will always contact the Star Spawn in Rockport.
- Mass Suggestion: 10 miles per POW, 2d10 sanity initially variable magic points per day. To cast this spell you must have a minimum POW of 90. It allows you to give a strong suggestion to people in the area of affect. To resist being affected, the target must oppose their POW against the number of magic points invested (each MP equates to 5%, thus 10 MPs means the target is rolling their POW against 50%). Reduce strength by 5% per 100 miles distance. The caster may give a general suggestion that will not allow them to directly harm themselves or someone else. Gabriel's suggestion is. "Come to Rockport and paint what is beautiful."
- Shadow Protection 30', 1d6 sanity, 1d6 magic points. Spell may protect up to two people, and duration is 30 minutes. Shadows swirl around the target(s), making them hard to target with ranged weapons. All ranged attacks suffer a penalty die verse the recipient, and never count as point blank range.
- Obscuring Shadows 30', 1d8 sanity, 1d8 magic points per round. Duration is 1 round + 1 round per d8 magic points spent. Shadows flood the area, making it totally black, only the caster can see through the cloud of shadow. All attacks made by anyone inside the cloud suffer penalties the same as attacking in total darkness.
- Banishment of Yde Etad: Cost – 1d4+3 magic points per caster, minimum 3 casters. 1d4 sanity points per caster. Casting Time 1 hour.

**NOTE:** The Keeper should feel free to expand on these spells to include both material and verbal components to enrich the experience for the players. I would not allow Mass Suggestion into the hands of the players.

## Final Scenarios

- Dynamite This is the most common proposed solution to “beat” the scenario. There are several problems with this solution:
  1. The mission is to recover the small statue, which is in the lower tunnels. If the tunnels are caved in, the investigators cannot retrieve the statue
  2. Dropping dynamite down the shaft to the lower tunnels will not collapse the tunnels. The floor opens up to the point where almost no energy from the dynamite reaches the walls. This will destroy the gas tanks in the tunnels as well as create cracks in the walls into which dynamite could be planted to collapse them.
  3. Attacking the Star Spawn with dynamite is dangerous and fairly ineffective. Each stick is counted separately against its armor unless a successful demolitions roll is made when bundling the dynamite and a detonator is used, not a lit fuse.
  4. While dynamite can be useful and wound the creature, do not allow the investigators to kill the Star Spawn with dynamite unless they’ve come up with an elaborate and devious trap.
  5. If the dynamite is placed into the walls at the bottom of the pit and detonated, it will cave in the tunnels and seal the Star Spawn into the pit.
- Guns Blazing This will almost never work. The investigators will have to get very lucky with several impaling shotgun blasts to stand a chance against the Star Spawn. If the Star Spawn feels it is in danger, it will run for the pit, then into LT4. The Star Spawn feels safe there, and can hide and regenerate.
- Destroying the Statues: If both the statues are destroyed, then the tether on the summoning spell will snap and send the Star Spawn back to its home world. If the investigators have injured the Star Spawn and cast *Contact Star Spawn*, it will tell them this. If Gabriel is captured and questioned heavily, he may reveal this information, in exchange for his release. They are the only 2 who know this information.
- Casting Banishment of Yde Etad: This spell takes an hour to cast, and the Star Spawn will feel the power of the spell and try and stop them. This may be accomplished if the investigators can draw the Star Spawn far enough from the chapel to cast it, or hold it at bay at the bottom of the pit, with dynamite, harpoons, coolant, and shotgun blasts to wound it such that it will want to return home.
- Freezing Star Spawn at Interstate Fish Corp (Location 30): If the investigators can lure the Star Spawn into the Interstate Fish Corp freezing chamber used for freezing fish, they can lock it in, and freeze it. Once frozen, tools can be used to break it apart, killing it. The Star Spawn will only go into the freezer if there is an investigator in the freezer attacking it, or if there are lamb chops in there.
- Attacking Star Spawn with Coolant: If the investigators are inventive enough to build the portable coolants, it won’t freeze the Star Spawn, but they can bypass its armor and do some real damage. Combine this with some other attacks and they stand a chance.
- Attacking Star Spawn with Harpoons: If the investigators have talked Captain Street (Location 37) and his first mate into helping, the harpoons can be used to great effect even thrown, as they bypass the Star Spawn’s armor. If the investigators can lure the Star Spawn into the bay, the harpoon launchers on Captain Street’s boat can do some serious damage.

Harpoon—Thrown; Damage: 1d10+db; Range: Str/5; Uses/round: 1; Ignores Armor

Harpoon Launcher—Artillery, Damage: 2d10+2, Range: 50 yards, Uses/round: 1; Ignores Armor



# Key to the Abyss



## Introduction

In 1814, the British frigate HMS *Nymphe* fired on the Old Sloop in an attempt to silence the bell. Less well known is that the cannonball was infused with magic what would open a gaping hole into the Abyss. The shot missed the bell, striking instead the steeple, where it embedded into the structure without exploding.

The magic was so powerful that the cannon was loosed from its moorings and sank the *Nymphe*.

Though the explosive shell malfunctioned and didn't explode, the runes etched into the cannonball are still very much active. The shell has lain dormant for over 100 years now, but lately people have been hearing a hissing noise coming from the projectile.

Rev. Lynn knows something must be done, but doesn't know what. An attempt to remove the cannonball was made several months ago, but as it was shifted a black hole was revealed. The runes on the cannonball flared, and before they could plug the hole again *something* grabbed a worker and dragged him into the hole.

The priest will give the investigators more info on the cult if they can fix his cannonball issue.

This module is intended to accompany the main module *The Star on the Shore*, and references to locations and people can be found therein.

It can also be run as a standalone, where the reverend can pay the investigators or provide a favor.

## Keeper's Secret

For the investigators to complete the mission they must go look at the cannonball and make note of the rune carved there. One rune is visible on the exposed surface of the cannonball. At a library with a proper occult collection, such as the Miskatonic University Library or at the Dark Wing Detectives offices in Boston, the investigators will find a book explaining what they need to do next.

They need a wooden replica of the cannonball, complete with runes. What they don't realize is that there is a second, different rune on the cannonball that will need to be added to the replica once the real one is removed.

The investigators will also need to gather ingredients for the spell, which will include blue stonecrop. Normally found only in England, the investigators are in luck—there is blue stonecrop growing at the Witch House (Location 16).

The investigators will need to build a temporary platform so they can reach and work with the cannonball

Once the chant has begun, the cannonball can be removed. When the cannonball is removed, the second rune comes into view. Both runes will need to be added to the replica to properly seal the rift. Meanwhile, the cannonball will begin to tick very loudly and anyone with munitions skill will know they only have a few minutes before it explodes. The cannonball will need to be disarmed before it can go back in the hole or otherwise moved.

The rift to the Abyss is unstable, and without the cannonball the rift would have closed up years ago. If the investigators fail to seal the gate with the replica, one of each of the monsters in the Abyss will be freed before it closes.

While this is happening, the chanters (two minimum) must continue to chant to keep the hole to the Abyss sealed. Faces (and other parts, if the investigators are unlucky) of creatures will appear, and anyone watching the opening (the chanters must keep their eyes on it) must make sanity tests. Any chanter that goes insane will stop chanting. If the number of chanters drops to fewer than two, the seal weakens, and monsters will pour out until the replica can be completed to plug the rift.

## *The Cannonball*

The cannonball is embedded in the bell tower of the Old Sloop. A Spot Hidden test will allow the investigators to see the rune carved on the cannonball. It is nearly worn away, almost invisible unless someone touches it, in which case it will glow red. If the cannonball is removed now, the rune will glow brightly, and the portal to the Abyss will be open. A tentacle will lash out (Sanity 0/1d3), grab an innocent bystander, and drag them kicking and screaming into the hole (Sanity 1/1d6). The investigators may try to attack the tentacle (Armor 5). If they can inflict 30 points of damage in a single round, the tentacle will drop the bystander and withdraw into the hole (and thus avoid the second sanity test). If the cannonball is not replaced at this point, start rolling on the Abyss Monster chart and have a fresh horror emerge once per round.

If the investigators attempt to pull out the cannonball, the reverend will remind them what happened before, and that maybe they should do some research before opening up rifts.

If they do pull the cannonball free, they will notice the second rune glowing on the newly exposed portion.

**\*\*Provide Players with Handout Key 2\*\***



Take the handout back when the cannonball is put back in place. If an investigator takes a photo of the rune before the cannonball is returned, they may keep the handout. Once the cannonball is back in, it will rotate until the second symbol is again in contact with the rift and no longer visible.

The outside of the steeple drops down where the cannonball is, so working with the cannonball will be difficult. Finding a carpenter to build a platform the investigators can stand on while working with the cannonball should be part of the plan.

## *Research*

Once the players have found the rune on the cannonball, they should travel to an occult library, either at the Dark Wing Detectives offices or at the Arkham University Library. They can find a description in "Armament and the Occult" of this type of weapon with a successful Library Use test. Inside are directions on how to remove the cannonball safely, and the spell, '*Sigillum Tempus*', that will temporarily keep the portal sealed while they replace the ordinance with the replica.

**\*\*Provide the Players handout Key 1\*\***

## *Preparation*

Any investigator with wood carving (Art/Craft) skill can attempt to build a replica, or they can hire a wood carver to make the wooden replica, including the symbol on the cannonball. Exact measurements will be needed.

If the investigators ask around town, they'll be advised that the best wood carver around lives in the woods just outside of town. Alan Douglas the woodsman (Location 17) can create the replica, including the rune symbols necessary seal the rift to

the Abyss. He will charge \$40 for his efforts. He will ask if there is only the one symbol he needs to carve in; at this point, if the investigators don't come up with it on their own, you may let them make an idea check to realize that they never saw the backside of the cannonball. For an additional fee, Douglas will come with them to the ritual in case the replica needs to be modified, such as with another rune

The players will then need to hunt down some blue stonecrop, a flower that grows in England. Some of it does grow by the Witch House (Location 16), or they can drive to Boston, where they can find some in a nursery for \$20. Other components needed for the ritual are listed in the spell description.

Since the chanters have to maintain eyesight with the tear during the ritual, a platform outside of the steeple is in order. Christina Smith from Smith Hardware (Location 3) can build this and supply the wood necessary for the platform and the replica. Smith can also be hired or convinced to come along for her munitions knowledge.

## *Sealing the Rift*

Once all the preparations have been made, the investigators can return to the Old Sloop and attempt to seal the tear. The following is a general timeline and description of the ritual:

1. Burn the incense within the chanting circle and begin the chant.
2. Remove the cannonball, at which point the investigators will notice the second rune (unless they saw it earlier).

**\*\* Provide Players with Handout Key 2\*\***

3. Roll randomly on the Abyss Rift Random



Encounter Chart to see what has shown up at the rift. Anyone looking at the opening must make a sanity test based on the monster they see. If they suffer insanity they will stop chanting. (I.e. lose 5 points, and then pass an Idea check).

4. If Alan is there, he can inscribe the new rune into the replica in  $1d3+1$  rounds. If the investigators did not bring him, one of them must do it. It will take  $1d3+2$  rounds, and they must make an Art or Craft check to carve it properly. If they fail the roll, they can continue to work on it, adding an additional  $1d3$  rounds.
5. Roll each round for a possible new monster to appear trying to escape the rift. Use the Abyss Rift Random Encounter chart on page 71.
6. If the encounter rolled states it will attempt to break through it must make a power resistance check between it and the combined power of all the casters. If the investigator wins, the monster is kept sealed.
7. If the monster wins the resistance roll, or if there are no chanters remaining, a monster can break out of the Abyss. The first round out, some creatures will be disoriented, and cannot attack. After the first round, it is free to attack as normal. Other people viewing an escaped creature for the first time will have to make sanity checks. Monsters will attack the most threatening person close to them, or possibly jump back into the rift if it is sufficiently low on HP. See pages 72 & 73 for how each monster will react.

8. If everyone flees the encounter, or if they are all insane, the creatures will wander off into the city.
9. If the investigators have to restart the ritual, they must pay the magic and sanity points again.
10. Once the replica cannonball is complete, it can be rolled into place to plug the hole.
11. The players will also need a successful demolition check to disarm the cannonball. Christina Smith can disarm the cannonball automatically.

This will end the mini-module. If it is run as part of the Star on the Shore module, the reverend will answer any questions the investigators have as well as provide them shelter.

If being run as a stand-alone, mission, the investigators should be paid, and receive a sanity bonus if they are successful.



## Spell for Key to the Abyss

'*Sigillum Tempus*' aka 'Barrier Shield'

Cost: 1d3 Sanity and Magic points per caster to start, +1 Magic point per round for each caster.

Number of Casters: 1 to 6

If a new caster joins into the spell after its initial casting, they must pay the initial cast cost the first round. While the spell is active, all casters must maintain visual line of sight with the area to be shielded at all times. If a caster's line of sight is broken for more than 10 seconds, they are no longer considered to be casting. If they wish to rejoin the spell, they must pay the initial casting cost again.

Material Components. *Ilex* (Holly), *Ruta graveolens* (Rue), *Illicium verum* (Star Anise), and *Sedum reflexum* (Blue Stonecrop)

The holly is easily found.

Rue is from the Balkan Peninsula, but can be found at any occult shop, some nurseries, and Catholic Churches

Star Anise is from China and Vietnam, and can be found at almost any pharmacy or bakery (Locations 11 or 13 in Rockport).

Blue stonecrop is very difficult to find. There is a nursery in Boston that carries it, but it is very expensive. It can also be found at the Witch House (Location 16), where it grows wild.

Combine the four plants in equal amounts to create incense. Light the incense to start the ritual. Then the casters must begin to chant.

Chant. 'Obice Protector, custodire ab hoc saeculo, ab aliis ens ones Sigillum Tempus'

### *Abyss Rift Random Encounter Chart (1d100)*

01-20: Nothing

21-30: Tentacle of a Chthonian—Sanity 0/1d6, Power 90

31-40: Byakhee—Sanity 1/1d6; Power 50

41-50: Colour out of Space—Sanity 0/1d4, Power 60

51-60: Formless Spawn—Sanity 1/1d10; Power 50

61-70: Hunting Horrors—Sanity 0/1d10; Power 105

71-80: Star Vampire—Sanity 1/1d10; Power 75

81-90: Dark Young—Sanity 1d3/1d10; Power 90

91-97: Shoggoth—Sanity 1d6/1d20; Power 65

98-100: Eye of Azathoth Opens—1d10/2d20 +2



*2nd Ruin  
Handout Key 2*

# Handout Key 1 pt 1

## Armaments and the Occult

By Dr. Henry Armitage

**Rift Bombs** - Rift bombs were used sporadically in the late 1700s up through part of the 19<sup>th</sup> century. These crude devices proved mostly ineffective, often as hazardous to the cannon crew as to the target, and were discontinued during the Civil War period. The basic concept behind the "Rift Bomb" was to infuse an exploding cannonball shell with magic to tear open a temporary rift to another world among or behind the enemy lines. As strange and unusual creatures would come out of these rifts, the defender quickly found himself fighting the enemy to the front and nightmares behind.

These tactics were successfully used by the British in the Raid at Frenchtown Maryland and the Capture of Hampton, Virginia during the War of 1812, by Union forces at the Battle of Fort Henry, and by Confederate forces at the Battle of Valverde.

Fearing General Lee would launch several of these rift bombs into New York, Philadelphia, or even Washington D C, President Lincoln held a secret meeting with Jefferson Davis, President of the Confederate States, aboard the River Queen in Hampton Roads, Virginia. The Hampton Roads Conference, reported to be about a variety of matters, was mainly a smokescreen to cover the real issue: the Rift Bombs.

A deal was struck banning the use of the rift bombs for the remainder of the Civil War. It was later reported that Davis did not attend the meeting as a snub to Lincoln, or that Lincoln refused to meet with him. In fact he was there, if only for the portion of the meeting kept secret from the rest of the nation.

Reports filtered in of both sides sporadically using the banned bombs until the end of the war, and some even blame them as the reason the Union turned the tide of the war, but no evidence of that nature has ever been discovered. In addition, my own personal study of them has found rift bombs to be too unreliable to impact a war on such a large scale.

The unreliability of the rift bombs is caused by the interaction between the magic and the technology of the bombs. Several attempts at changing the configuration all led to the same conclusion: the magic used to infuse the bomb causes the bomb to malfunction and become a "live" dud.

The term "live" dud means the explosive is still active despite not exploding at the proper time, and even decades later unexploded ordinance can fulfill its original mission. In 1811, the city of New Madrid, MO was entirely destroyed. Official reports list the cause as unnatural magnitude 8 earthquakes, but my own studies revealed the possibility that a Chthonian was released through a rift and burrowed under the city. It took almost a year for the U.S. Army to dispatch the beast. Eyewitness reports indicate a soldier returning home from



## Handout Key 1 pt 2

the operation brought a souvenir home, a metal ball with unusual markings that would glow red at a touch.

An unexploded device will appear to be an ordinary cannonball. However, when it is disturbed the magic will become active from its dormant state to reveal the two runes carved onto the explosive. The first is the key to the rift and will determine the length of time the rift will be open. The second will dictate which 'outer world' the rift will lead to. These can be disturbed by other magic being cast in the area and by handling. If it is handled or moved too much, the magic will cause a cascading effect that will detonate the explosive.

The rifts are small and designed to be opened for only a few hours, but that can be long enough to let some pretty nasty outer world creatures into our world. I have devised a process for safely removing the ordinance without loss of life, however, as with anything related to the mythos, there are risks.

If the ordinance is found on the ground, and has not created a tiny tear in reality, then simply disarming the ordinance with a demolitions expert will rid the danger. Dispose of the cannonball by burying it at least 10 feet down. The magic will dissipate in a few years.

However, if the bomb has impacted something, such as a building or other obstacle, then it has probably pierced the veil between worlds. Several other steps will need to be performed to safely dispose of the weapon and seal the rift.

Step 1: Create a replica ordinance made out of oak wood. It must be exactly the same diameter and shape, and must have the same runes carved into the replica as the original.

Step 2: Cast the spell 'Barrier Shield' also known as '*Sigillum Tempus*'. This is a chant that can be performed by multiple people. This will create a temporary shield over the tear while the old ordinance is removed and replaced by the replica.

Step 3: Remove the ordinance and place the replica in its place, closing off the tear. The oak will absorb the magic and the tear will close on its own in a year or two.

Warning: In this step, the combination of handling of the cannonball and casting the magic of the Barrier Shield in close proximity will cause a cascading effect on the device, leading to its explosion, probably within 10 to 15 minutes. At this point, step 4 is absolutely critical.

Step 4: Disarm the rift bomb and dispose of it by burying it at least 10 feet underground. Even if the disarmed bomb is placed back in the tear, the rift will fuel the runes and the magic will keep the tear open.

## Creatures From the Abyss

- **Tentacle of a Cthonian**—The Cthonian is too large to get through the tear, but one of its tentacles can Attack 1, 75% (37/15), Damage 2d6+grasp, drain 3d10 Con, and attempt to pull back through the tear Armor 5. If the tentacle suffers 15 points of damage, it will release its victim and return to the Abyss. The tentacle does not suffer the 1 round stun the other creatures do. If the players fail to do 15 points in the first round of combat after the victim is grabbed, the victim is pulled into the Abyss.
- **Byakhee**—The Byakhee is use to flying through portals so does not suffer the stun affect of the tear. He will attack the nearest Victim using his Bite and Hold (mnvr) Attacks 2, 55% (27/11) Damage 1d6+DB, Armor 2, Dodge 35%, Damage Bonus: 1d6.
- **Colours out of Space**—When this creature comes through, everyone can feel the strong presence of ozone. The Colour will be stunned, giving the investigators one round of free actions. If all people within 200 feet of the Colour flee it will return to the Abyss. If anyone is near when it gets over its stun, it will feed on them. After feeding it will return to the Abyss.
- **Formless Spawn**—The formless spawn flows through the tear like molten shadows, forming whips and clubs. It will be stunned the first round as it takes in its new surroundings. If it suffers 5 points of damage (Immune to physical weapons) or after 2d4 rounds it will return to the Abyss. Attacks 2, 60% (30/12) Damage 2d6+DB, Damage Bonus: 2d6
- **Hunting Horror**—If a Hunting Horror breaks through the barrier, it comes through as one long snake like creature. Once through it will be stunned for 1 round. It will then attack as normal attempting to bite 1 target and grasping another Attacks 2, 65% (32/13) Damage 1d6+DB, Damage Bonus 3d6, Armor 9. If he suffers 15 or more points of damage he will attempt to flee back to the Abyss.
- **Star Vampire**—The Star Vampire will be visible while in the Abyss, but will be invisible when it breaks through. It will be stunned for 1 round, then will attack. Attacks: 3, 45% (22/9) to seize. Once seized it will bite for 1d6+DB, Damage Bonus: 2d6. After it hits with a bite it is visible for 6 rounds. Armor 4, physical damage does only 1/2 damage. (Apply before subtracting 4 for armor) If he suffers more than 10 points damage it will flee back to the Abyss.
- **Dark Young**—The Dark Young are too large to get through the tear, however 2 of their tentacles can make it through the tear. The seal cannot be closed while it's tentacles are reaching through. The investigators must do 10 points to each tentacle to get it to withdraw. Attacks: 2 60% (30/12) Damage 1/2 DB, Damage Bonus: 4d6. If it hits, the Dark Young grabs and sucks 1d10+5 strength points per round. Firearms do 1 point of damage per bullet, impale does 2. Melee weapons do normal damage.
- **Shoggoth**—A shoggoth can pour through the opening and reform on this side of the tear in one round. This huge creature can cause massive destruction. Attacks 2 70% (35/14). Engulf or its Damage Bonus: 8d6. Firearms do 1 point per hit, fire and electrical do 1/2 damage. Regenerates 2 points per round. If the shoggoth suffers 30 hit points he will flee back to the Abyss.

- **Eye of Azathoth**—You have the unwelcome experience of stirring the attention of Azathoth. Luckily for you he will not be interested in your pathetic world and will return to his slumber. He will not attempt to break through the barrier, but his gaze can drive men mad. He will also only glare through once. If you roll this result a 2nd time, treat it as nothing happens.

For all the creatures listed here, refer to the *Call of Cthulhu* Keeper Rulebook Chapter 14, Monsters, Beasts and Alien Gods on the details of some of their special attacks.

The players need to keep at least one person continuing the spell or creatures will be able to just come through with no resistance check. Check each round for what shows up.

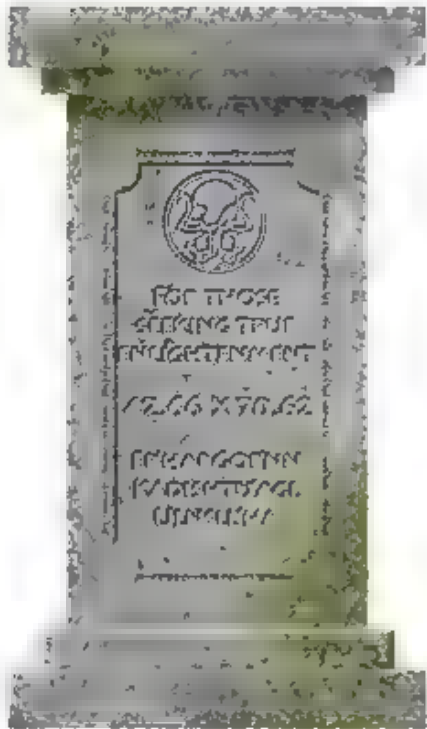
If you attempt to reseal the tear with the live cannonball, it will explode creating a huge rift and any of these creatures can come through even a Cthonian or Dark Young (But not Azathoth). If they place it back in after it has been disarmed, it will keep the rift sealed for a few weeks before the tear opens and becomes a rift anyway.

If the replica is placed in without the proper symbols, it will fall into the tear and be lost. If great precaution is made to prevent this it simply will not seal the tear. If the replica with the proper runes are carved into it, it will seal and the rift will close in a few years.

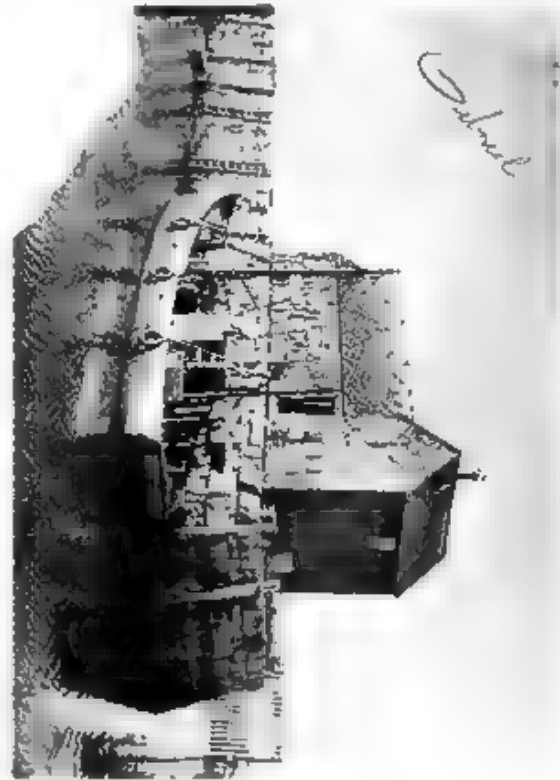
If the tear is sealed with a creature on this side, it will have to be killed or dealt with.







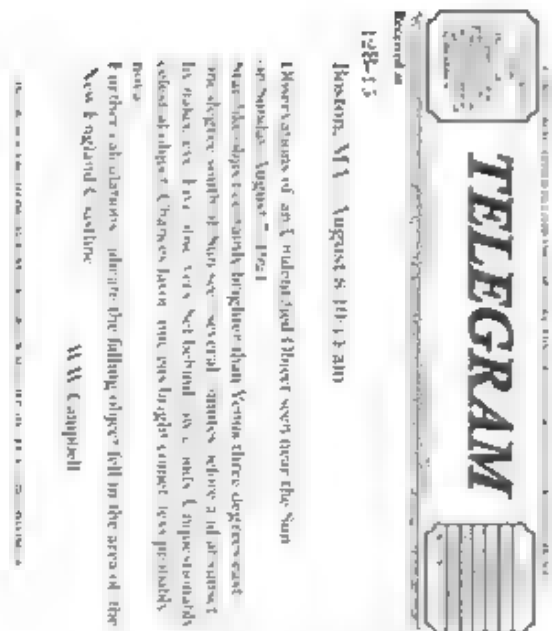
## Handout #1



Handout #2



Handout #3



Handout #4

### Church Registry Rockport, MA

Church Name	Date	Reg #
Congregational Church	1755	1
1st Universalist Church	1806	2
1st Baptist Church	1808	3
1st Parish Church	1828	4
Methodist Church	1838	5
Temple Baptist	1842	6
United Church of Christ	1842	7
Episcopal Church	1848	8

Handout #5

### Rockport, MA Town Hall

#### Request for City Records

Name \_\_\_\_\_

Date \_\_\_\_\_

Reason for Request: \_\_\_\_\_

Handout #6

### History of Thacher Island

Thacher Island was sighted by Champlain in 1606, by Captain John Smith in 1614 and by how many more before that nobody knows. The name comes from a shipwreck described as "pathetic" by historians. A small boat out of Ipswich bound for Marblehead was caught in the Great Storm of August 1635 and was dashed to pieces on the rocks of the Island. Of the twenty-three passengers and crew, only Anthony Thacher and his wife survived, watching helplessly as their children and friends were swept away. On September 3, 1635, the General Court voted Thacher 40 Marks. Also, in 1746-47, the General Court voted to grant Thacher the Island "at the head of Cape Ann as his inheritance."

Handout #7

### Turn the Lighthouses Off!!

With "Ann's Eyes" being lit from December 21, 1771 onward, Massachusetts and the 3rd Continental Congress petitioned the Cape Ann Commission to turn off the lighthouses in 1775. Their petition stated the British were using the lighthouses as a navigational beacon after crossing the Atlantic. When Capt. Larkwood was asked to turn them off, he refused claiming he had not been paid and would not be pleased. Maintenance landed on Thacher Island in 1777, and Larkwood fled. The twin lighthouses were darkened and were not relit until 1798. In the next 2 months there was a series of British ships that ran into the reefs and an estimated 423 soldiers and sailors perished in the waves. After that time, word spread the lighthouses were not being lit and the number of shipwrecks and casualties decreased.

Handout #8

### British Attack was All Wet

September 8, 1814, the British frigate Nymph invaded Sandy Bay. One of her barges surprised and captured the barracks at the end of Bearskin Neck, when the second was seen entering the Old Harbor, the meeting house bell sounded the alarm. The crew shot at the bell to silence it and hit the steeple instead. Firing the shot, the cannonade went through the bottom of the barge, and the crew were captured as they swam ashore. They were defeated by the townspeople waiting on shore hurling rocks at them using stockings as slings. Their captain effected an exchange of prisoners and promised not to bother the town any more.

The cannonball is still embedded in the church steeple and is rumored to have demonic energies.

Handout #9

### Bradley Wharf - Motif #1

Built in the 1840s as Rockport was becoming home to a colony of artists and settlement of fishermen, the shack became a favorite subject of painters due to the composition and lighting of its location as well as being a symbol of New England maritime life. Painter Lester Hornby is believed to be the first to call the shack "Motif Number 1," a reference to its being the favorite subject of the town's painters, and the name achieved general acceptance.

Originally built by John and Jim Bradley. The wharf and Red Barn (Motif #1) were passed down to John's son, John Jr. in 1884. It was passed down to his son Jim Bradley in 1912 who sold it to business man Adam Alexander in 1913 who owns it today.

Handout #10

### Colonel Hall: American Hero

Scott Hall returned to a Hero's welcome from the war. Moving a little slower with a cane to aid him, did not deter the enthusiasm shown him as his chestful of medals glinted in the sunlight.

Born in 1854, he was commissioned into the Army at an early age. He led a successful invasion into Cuba during the Spanish-American war.

During WWI he was assigned to study tactics being used and was instrumental in stopping the disastrous frontal assaults that was causing hundreds if not thousands of deaths and casualties every month.

His new tactics were instrumental during the 100-day offensive that helped win the war.

He was promoted to Colonel and his commission ended after a severe leg injury near the end of the war.

We salute Colonel Scott Hall, an American Hero living in our own home town.

Handout #11

### Rockport History Witchhouse

In 1692 John and Elizabeth Procter were convicted of witchcraft. John was immediately hanged, but not before pleading for his wife's life and their unborn child. Elizabeth was naked with child and instead of death, she was banished from Salem to never return. Elizabeth and her two sons fled Salem and settled up in Pigeon Cove where they built her a house that is more a fortress than home. There she bore and raised her 3rd child, but no one ever found out if it was a girl or a boy. Screams and strange lights were reported at all hours of the night coming from the Witch House. No one is sure what happened to the child.

The 2 sons eventually stopped coming into town for supplies, and the lights and noises stopped. The house seemed empty and dead for years. Eventually the city took possession and it has had a few owners since that time in the early 1700's. But Elizabeth Procter and her 3 children simply vanished.

Handout #12

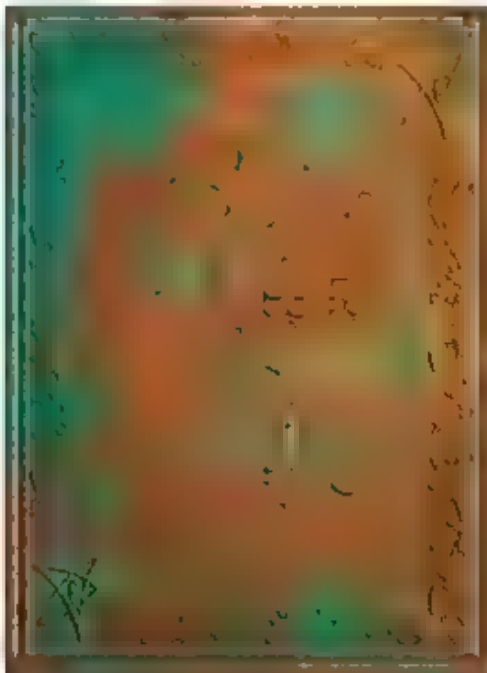




Handout #13



Handout #14



Handout #15



Handout #16



Handout #17



Handout #18



Handout #19



Handout #20

## The Woods House

Centrally located, well furnished, all modern conveniences; handy to beach, boating, fishing and electric. Home cuisine

## Tuck Upholstery and Cleaning

Having issues with dirty furniture, rugs and other fabrics? We can meet all your professional cleaning needs. We pick up and deliver

## Weather

The high today was 79 degrees. The Farmers Almanac predicts the rest of the week to have similar highs.

## Blue Law for Women

In national news the congressman for Oklahoma proposed a new law to ban women from appearing on stage in any form. The representative explained that the purpose of the bill was to limit beauty pageants being held on Sundays, and to increase the interest in girls to stay home and become housewives and mothers.

Deandee Wright of the Rockport theatre replied, "Poppycock. Come see me in Firefly this Sunday at 4 pm."

## Mysterious Fog Clouding Streets

A mysterious fog continues to choke the good city of Rockport. No one can explain it, and calls for outside assistance to authorities are going unheeded. The fog rolled in overnight a week ago on August 8th and refuses to go away.

The fog is having a detrimental effect on the buildings in the city, causing paint to peel and age rapidly. The fog is having an adverse affect on the local economy as all the tourists in town have left.

Concern that the fog will lead to health affects was voiced at last night's town hall meeting. Chief Studdard assured everyone that experts have tested the fog and found that it poses no health risk to the citizens of Rockport. The meeting was concluded with a prayer from Rev. Sardoneus.

## President Stricken by Mystery Illness

In an explosive announcement last week it was revealed that President Franklin D. Roosevelt collapsed due to an unknown ailment at his summer home on the Canadian Isle of Campobello.

Political lines are drawn, as members of his own party fully support the president, while members of the opposite party are calling for him to step down stating, "Having a president this ill shows a sign of weakness that we cannot afford to have in this time of trouble," said Representative Johnson of Indiana, reference to the recent signing a peace treaty between the United States and Germany.

## Falling Star Hits Home

Numerous eye-witnesses report a falling star streaking through the night sky and splashing into our peaceful bay. Treasure hunters could be seen hurrying to the scene to recover the meteor.

This reporter has been informed there is no connection between the fog and the falling star.

## Sister City News

In the city of Kingsport, there's still no word on the disappearance of Ephraim Waite, the principle of Kingsport's Hall School.

His daughter Asenath Waite has been beside herself with worry and grief pleading for any knowledge of her father. She has reluctantly taken over as the principle for the Kingsport's Hall School, claiming she is just the interim principle, until her father is found.

## Personals

### Missing Persons

Jack Turcios, Age 28, brown hair, medium build, Last seen Rockport.

### Missing Persons

Betty Jones, Age 40, dark hair, blue eyes, Housewife. Husband and children need her home. Last seen at Bearskin Neck, Rockport.

### Missing Persons

David Babson Esq. of David Babson Co. Age 42, blonde hair with some gray. Missing since Thursday, August 11th.

### Missing Persons

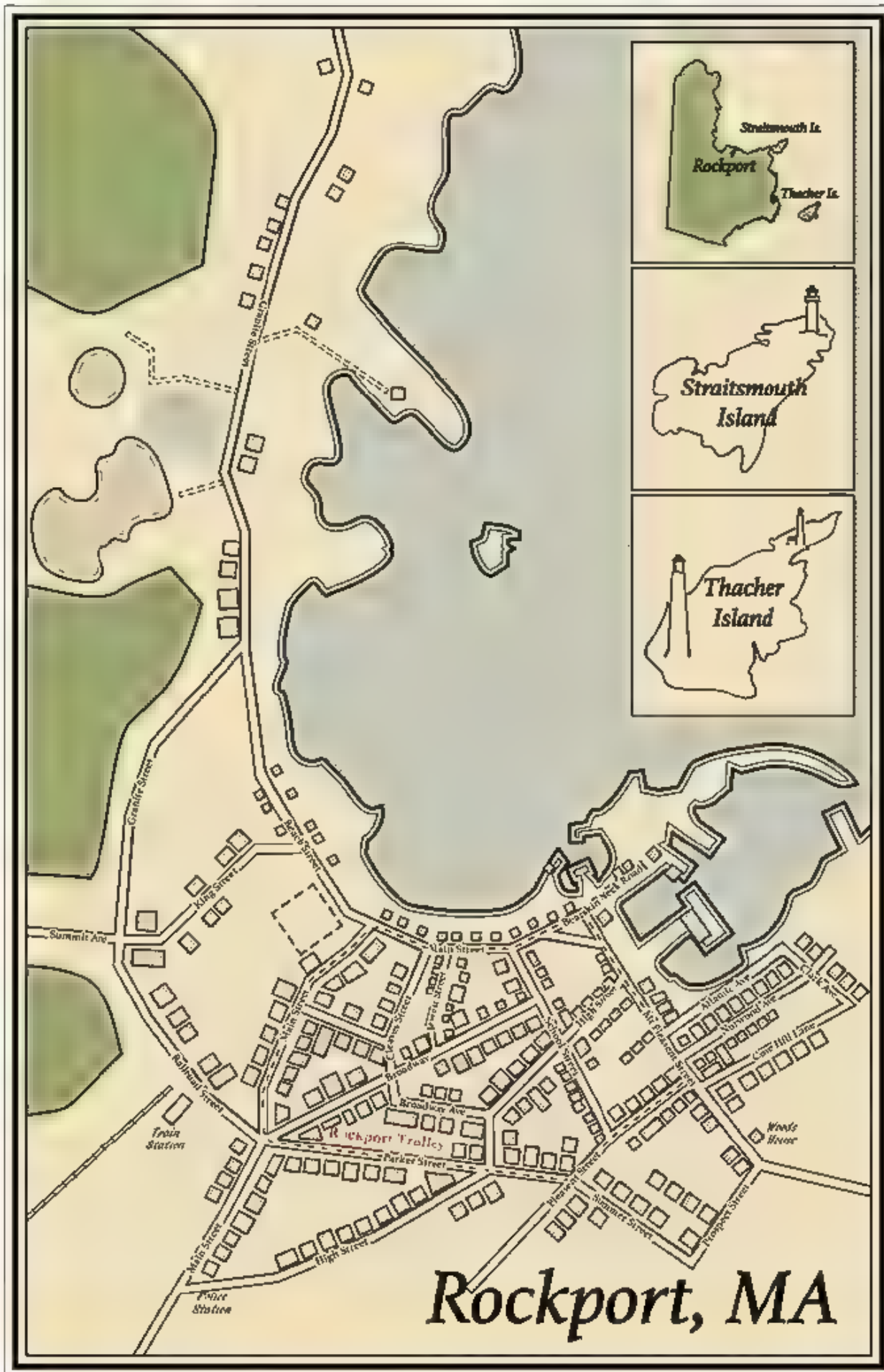
Sylvia Wright of Boston, age 61, grandmother of S. Gray hair. Last seen in Rockport wearing a blue flowered dress.



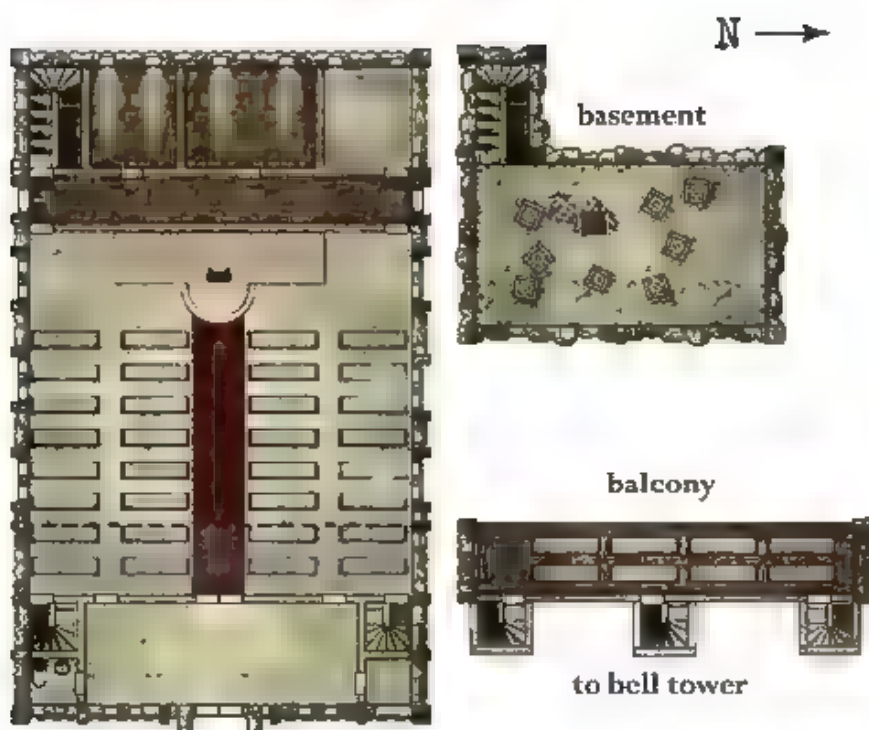
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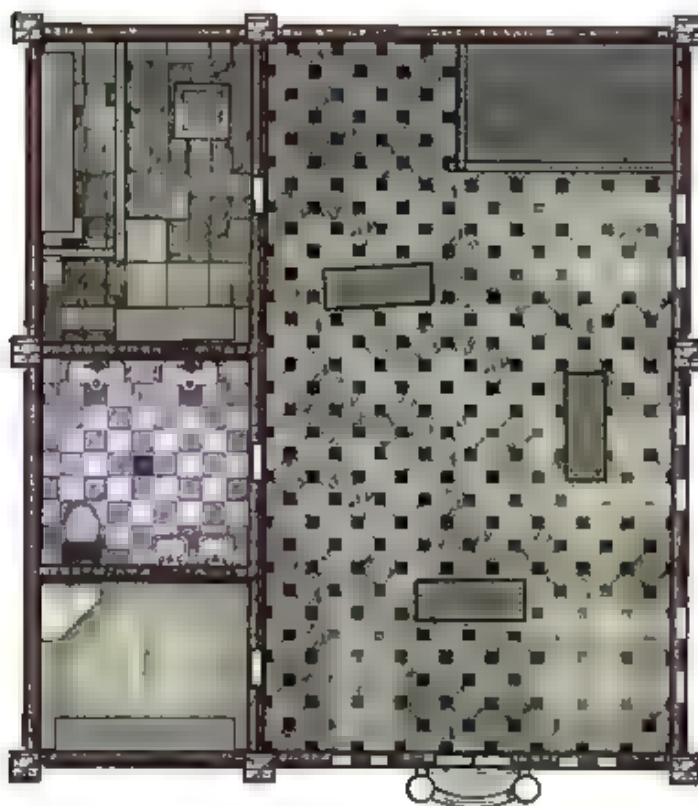
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Congregational Church  
The Old Sloop  
Location 21



224 School Street  
Location 34



Police Station  
Location 1





# Pre-Generated Characters

## **ALEX YELLOP, Law Student, age 24**

STR:60 CON:60 SIZ:55 DEX:60 INT:80

APP:55 POW:50 EDU:90 SAN:50 HP:11

Damage Bonus: None Build 0 Move: 9 Luck: 50 MP: 10

### **Combat**

Brawl 30% (15/6) damage 1d3

Handgun 30% (15/6) damage by weapon type

Dodge 30%

### **Skills**

Archeology 40%, Drive Auto 60%, Law 80%, Library Use 75%, Listen 50%

Chemistry 40%, Physics 40%, Geology 40%, Biology 40%, Natural Science 40%

Credit Rating 45%

### **Backstory**

**Description:** Axel is a tall, nicely dressed law student with glasses. His blonde-red hair is neatly combed and trimmed. He is usually seen wearing a three piece suit and tie, pipe gripped firmly between his teeth.

Axel graduated with honors from Boston University and was quickly accepted into Harvard Law School. Axel took a heavy load of science classes while at BU and believes everything can be explained through science.

### **Equipment**

Pipe, Satchel with paper, pen and ink, lawbook

### **Player Notes**



## **ALEXANDER HAWKEY, Private Eye, age 32**

STR:70 CON:60 SIZ:65 DEX:60 INT:60

APP:75 POW:55 EDU:60 SAN:55 HP:12

Damage Bonus: 1d4 Build 1 Move: 8 Luck: 55 MP: 11



### **Combat**

Brawl 60% (30/12) damage 1d3+DB

Handgun 60% (30/12) damage by weapon type

Shotgun 40% (20/8) damage by weapon type

Dodge 30%

### **Skills**

Charm 40%, Disguise 50%, Fast Talk 45%, Intimidate 50%

Locksmith 45%, Occult 30%, Psychology 35%, Spot Hidden 60%

Credit Rating 25%

### **Backstory**

**Description:** Alexander is tall and well built, with blonde hair and blue eyes.

Formerly a police officer, he was kicked off the force for his insistence on the existence of demons and monsters. It wasn't that anyone disagreed with him, but he kept mentioning them in official reports and would chase after every strange case that came into the precinct.

As a private investigator, Alexander took up right where he left off, following every clue he can find to pursue the evil he knows exists.

### **Equipment**

Sawed off 12 gauge pump shotgun (10 rounds) Damage 4d6/2d6/1d6

.45 revolver pistol (12 rounds), Damage 1d10+2

\$4 on hand

### **Player Notes**

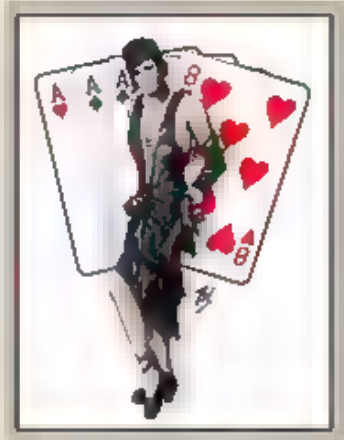


## ***Alice "Aces" Crow, Gambler, age 25***

**STR:45 CON:60 SIZ:50 DEX:70 INT:65**

**APP:60 POW:60 EDU:50 SAN:60 HP:11**

**Damage Bonus: None Build 0 Move: 8 Luck: 60 MP: 12**



### ***Combat***

**Brawl 40% (20/8) damage 1d3**

**Fight (Razor) 60% (30/12) damage 1d4**

**Dodge 50%**

### ***Skills***

**Appraise 50%, Charm 50%, Disguise 40%, Fast Talk 60%, Listen 45%**

**Persuade 40%, Psychology 55%, Sleight of Hand 50%, Spot Hidden 40%**

**Credit Rating 20%**

### ***Backstory***

**Description:** Alice is a thin woman with narrow hands and shoulders. She has dark black hair cut short, pale skin, and bluish gray eyes.

Alice was found in a basket with a dollar and a piece of paper with the name Alice pinned to her. A woman who worked at the Twilight Bar found her, and she was raised by the showgirls working there. She paid her way waiting tables and washing dishes. A natural at cards, she soon earned enough to pay for a one-way ticket to Boston. Alice disappeared in the middle of the night with nothing more than her ticket, her lucky deck of cards, and a rusty straight razor that had been used more than once to fend off a drunk customer.

### ***Equipment***

**Lucky Deck of Cards, Rusty Straight Razor, \$2 on hand**

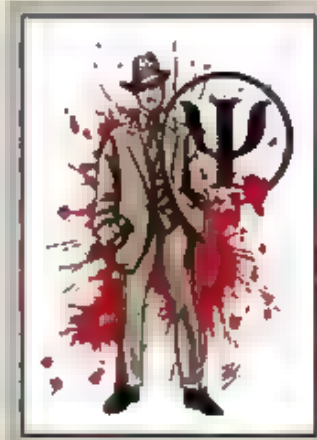
### ***Player Notes***

### ***Dr. Bill Robertson, Psychologist, age 42***

**STR:55 CON:60 SIZ:55 DEX:60 INT:75**

**APP:60 POW:70 EDU:80 SAN:70 HP:11**

**Damage Bonus: None Build 0 Move. 8 Luck: 70 MP. 13**



#### ***Combat***

Brawl 60% (30/12) damage 1d3

Handgun 40% (20/8) damage by weapon type

Rifle 50% (25/10) damage by weapon type

Dodge 50%

#### ***Skills***

Psychology 75%, Psychoanalysis 70%, Persuade 60%, First Aid 40%,

Occult 20%, Stealth 40%, Track 30%

Credit Rating 60%

#### ***Backstory***

**Description:** Bill is an average middle-aged man with brown hair. His suit is older and showing wear. He is typically unkempt and unshaven.

Bill is retired military, and came to New Hampshire area chasing a case. His ability to discern the truth, his high tolerance for the unknown, and his quest for the truth, no matter what that is or where it may lead, makes him a natural paranormal investigator.

He has heard so many stories (including Sven's) that he knows some of it has to be true.

#### ***Equipment***

Notepad and pencil, \$20 on hand

#### ***Player Notes***

## ***Foralz Bowes, Maritime Mechanic, age 45***

**STR:75 CON:70 SIZ:65 DEX:60 INT:55**

**APP:40 POW:50 EDU:40 SAN:50 HP:13**

**Damage Bonus: 1d4 Build: 1 Move: 8 Luck: 50 MP: 10**



### ***Combat***

Brawl 65% (32/13) damage 1d3+DB

Knife 50% (25/10) damage 1d4+2+DB

Rifle 45% (22/9) damage by weapon type

Dodge 30%

### ***Skills***

Craft (Knot Tying) 60%, Electrical Repair 50%, First Aid 30%, Language (French) 35%,  
(Spanish) 30%, (Italian) 40%, Mechanical Repair 70%, Navigate 65%,

Operate Heavy Machinery 40%, Pilot (Ship) 30%, Swim 60%

Credit Rating 30%

### ***Backstory***

**Description:** Foralz is usually wearing a wool sweater and rough trousers or overalls, and he is always wearing a wool cap. He has a stocky build and always has a signature cigar.

Foralz is a marine engineer who started out as a ship builder near Glasgow. He worked his way in the bowels of the ship as an apprentice. Thirty year later, he has trained a dozen apprentices himself and seen things out on the sea no man should ever see. With his ship in port for hull repairs, he decides maybe it's time to follow up on some of the leads he has collected over the years.

### ***Equipment***

5 cigars, lighter, Bag of tools, Bowie Knife, \$20 on hand

### ***Player Notes***



## ***Jamie Hancock, Freelance Researcher, age 27***

**STR:55 CON:60 SIZ:55 DEX:60 INT:75**

**APP:60 POW:70 EDU:70 SAN:70 HP:11**

**Damage Bonus: None Build 0 Move: 8 Luck: 70 MP: 14**



### ***Combat***

Brawl 55% (27/11) damage 1d3 (+1 if using knuckle busters)

Handgun 40% (20/8) damage by weapon type

Dodge 30%

### ***Skills***

Anthropology 45%, Disguise 30%, Occult 40%, Spot Hidden 50%, Library Use 50%,

Languages (Latin) 45%, (Arabic) 30%, (Greek) 40%, (French) 35%, Fast Talk 40%,

History 45%, Track 35%

Credit Rating 50%

### ***Backstory***

**Description:** Jamie wears a tweed waistcoat and always has an old musty book under his arm. His hair is messy and he usually looks preoccupied.

Jamie studied at Miskatonic University, but after 5 years he has still failed to earn a degree. He has seen a few things in his few years, and kept running off to try and solve some new mystery in Arkham. Had he been in another city and university, his life might have been very different. Jamie grew up in the south side of Boston and has two knuckle busters that can be put together to form a Celtic cross.

### ***Equipment***

2 Knuckle Busters, Book on the Occult, \$12 on hand

### ***Player Notes***

## ***Kaylin Poillucci, Lounge Singer, age 25***

**STR:45 CON:40 SIZ:45 DEX:70 INT:55**

**APP:70 POW:65 EDU:70 SAN:65 HP:8**

**Damage Bonus: None Build: 0 Move: 9 Luck: 65 MP: 13**

### ***Combat***

Brawl 25% (12/5) damage 1d3

Dodge 40%

### ***Skills***

Charm 50%, Art (Singing) 60%, Craft (Acting) 40%, Appraise 45%, D'sguise 45%

Intimidate 45%, Persuade 55%, Listen 40%, Spot Hidden 35%

Credit Rating 30%

### ***Backstory***

**Description:** Kaylin is slender, with straight brown hair. Her smooth skin and voice keeps her employed. She is usually wearing a red dress with a cigarette in her hand.

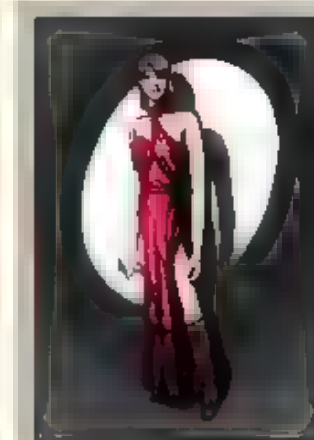
Kaylin was never understood by her family. They wanted her to get married, but she wanted to be a singer and actress. From a young age, she was singing at her church and nothing gave her a thrill like the applause when she finished a song. She turned away numerous suitors in her quest to become the person she wanted to be.

A huge disappointment to her family, she continued to pursue her singing career and became a lounge singer. Then one day she received a telegram from a college friend - all it stated was "Off to paint." All attempts to reach her friend in Boston failed, so she packed her bag, gave notice to her employer, and purchased the next ticket to Massachusetts.

### ***Equipment***

Pack of cigarettes, box of matches, \$12 on hand

### ***Player Notes***



## ***Lord Alester Bradley, Professor/Hunter, age 38***

**STR:60 CON:70 SIZ:55 DEX:80 INT:75**

**APP:60 POW:60 EDU:75 SAN:60 HP:12**

**Damage Bonus: None Build 0 Move: 9 Luck: 60 MP: 12**



### ***Combat***

Brawl 55% (27/11) damage 1d3

Rifle 55% (27/11) damage by weapon type

Shotgun 60% (30/12) damage by weapon type

Dodge 50%

### ***Skills***

Anthropology 55%, Archeology 60%, Climb 50%, Drive Auto 45%, Navigate 50%

Languages (Spanish) 40%, (Portuguese) 40%, Library Use 60%, Natural World 40%,

Spot Hidden 55%, Survival 35%

Credit Rating 70%

### ***Backstory***

**Description:** Alester has dark brown hair and wears a thin beard and mustache. He is tanned from his years in the outdoors. Alester is thin, with an athletic build

Lord Bradley was born into money, but has an itch for adventure that outweighs his responsibilities. Based in England, he travels as a guest lecturer at universities around the world. He usually keeps his double-barreled shotgun handy and can easily become distracted by an adventure.

### ***Equipment***

Double Barrel 12 gauge Shotgun w/10 rounds damage 4d6/2d6/1d6

Satchel with archeology relics from South America, Lecture Notes, \$32 on hand

### ***Player Notes***

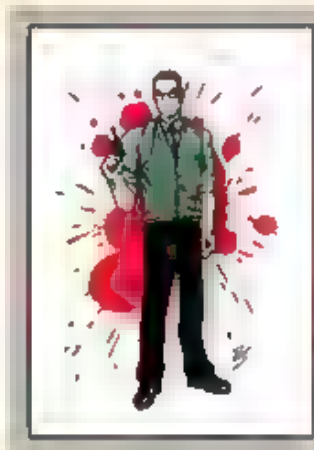


### ***Dr. Lucas Vandergon, Doctor, age 31***

**STR:60 CON:50 SIZ:50 DEX:75 INT:80**

**APP:50 POW:70 EDU:90 SAN:70 HP:10**

**Damage Bonus: None Build: 0 Move: 9 Luck: 70 MP: 14**



#### ***Combat***

Brawl 25% (12/5) damage 1d3

Handgun 45% (22/9) by weapon type

Dodge 37%

#### ***Skills***

Drive Auto 40%, First Aid 60%, Languages (Latin) 60%, Library Use 60%, Listen 45%

Medicine 75%, Occult 45%, Psychoanalysis 20%, Spot Hidden 40%, Swim 30%

Credit Rating 60%

#### ***Backstory***

**Description:** Lucas will usually be found wearing a dress shirt with rolled up sleeves, tie, and black pants. His thin, small build makes his head seem a little large.

Dr. Vandergon hails from the Netherlands, where his license to practice was revoked for questionable research. He has relocated to the New England area to continue his research into the darker mysteries of the world.

#### ***Equipment***

Medical kit, .38 revolver w/12 rounds damage 1d10

\$32 on hand

#### ***Player Notes***

## ***Sven "Doc" Berglowe, Vagrant, age 39***

**STR:65 CON:70 SIZ:70 DEX:60 INT:60**

**APP:40 POW:60 EDU:60 SAN:50 HP:14**

**Damage Bonus: 1d4 Build. 1 Move: 7 Luck. 60 MP: 12**

### ***Combat***

**Brawl 65% (32/13) damage 1d3+DB**

**Handgun 60% (30/12) damage by weapon type**

**Dodge 50%**

### ***Skills***

**First Aid 70%, Locksmith 50%, Medicine 30%, Navigate 40%, Occult 30%**

**Cthulhu Mythos 5%, Spot Hidden 55%, Stealth 60%, Survival 50%**

**Credit Rating 0%**

### ***Backstory***

**Description:** Sven has seen better days. He still wears his navy sweater, dungarees, and navy overcoat. He has lost a lot of weight in the last year while living on the streets of Boston.

Sven joined the navy to get away from his family farm and became a corpsman. After serving for several years, he had worked his way up to chief. In 1918, he was running a Battalion Aid Station behind the front lines when the Germans released a Dark Young. Of the 250 marines in the battalion, only 15 lived. Sven was one of the 15, and was mainly responsible for saving those that did survive.

The navy sent him to a psych ward for several months, but Sven took to drinking and could never shake the horrors he had seen. He lives on the streets of Boston and is just now able to face life again. He is determined to understand the horrors he saw in the war.

### ***Equipment***

**Flask of Whiskey, .45 Automatic w/4 rounds, damage 1d10+2**

**\$1 on hand**

### ***Player Notes***



# Reference Notes

1. <http://iopscience.iop.org/article/10.1086/123109/pdf>
2. <https://vintagerockport.com/2011/12/18/woods-house-rockport-mass-circa-1920/>
3. Paraphrased from: <https://vintagerockport.com/tag/witch-house/>
4. Inspiration and historical facts: <https://vintagerockport.com/>
5. Ngha nog ah lloig ngkui n'ghft: Death comes to the mind at the threshold of darkness.
6. Cai yon'enyth nnn'nilgh'ri: We speak to our spirit servant to watch everything.






## *Keeper's Notes*

# MYSTERY AWAITS



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The Star on the Shore is an adventure for new players and veterans alike. It is an excellent introduction to the dark machinations of the Cthulhu Mythos in those placid parts of the world least able to cope with the cosmic horror of the Old Ones.

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